VIKTOR SLAVKOV

Product Designer

DESIGNS IT. BUILDS IT.

UI/UX · design systems · brand identity · front-end

Open to product design roles
Kyiv, Ukraine · remote worldwide
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Product designer with 7 years of commercial work in UI/UX, design systems and brand identity, and a habit of building what I design. I take products from a rough brief to a shipped interface: flows, prototypes, a token-based design system, handoff and, when it helps, the front-end itself in Framer, Webflow or Next.js with AI tools. Earlier I led a team of six designers and worked in-house at Ukraine's leading cloud provider.

EXPERIENCE

Senior UI/UX & Product Designer, Digis, a Fiverr company · contract, project-based — 2025 – now

- **MyTalent**, a social platform for creators: led the web app UX/UI, design system, logo and mascot with a PM, a second designer and developers. Launched in 3 months; about 300 people posted content daily.
- **Thoth**, open infrastructure for publishing open-access books, used by 90+ publishers: designed its internal portal.
- **Tener.ai**: a retro Windows 95-style landing page for an AI product, designed and built in Framer with interactive Rive animations and a CMS blog.

Founder & Product Designer, Slavkov Design · independent design and build studio, remote — 2025 – now

- **DSUA**, Ukraine's digital sovereignty alliance: brand identity from three concepts to a trident-based logo, guidelines and presentation templates.
- Designed and built slavkov.design solo in Next.js, React and Tailwind CSS, with Rive, three.js and Claude Code: bilingual and fully static.

Product Designer, Nocode Rebels (NCR) · no-code development studio — 2023 – 2025

- **Orbiter**, a networking app: won the project with a test-task concept, an orbit of contacts in place of a feed, which became the base for a year of work on its UX, UI and 3D landing page.
- Merged two diverging design systems, design's and development's, into one Figma library with global and component tokens while the alpha was being built.

Graphic Designer, GigaCloud · Ukraine's leading cloud provider — 2021 – 2023

- Produced in-house design across Google Ads, events, merch, YouTube and rebranding graphics, keeping one visual language for the whole company.
- **Svoe.it**, a campaign moving Ukrainian businesses off Russian software: brand, landing page, interactive mini-game and event showroom. It reached 1.5M people, brought 50+ partner applications through the site and earned 20 free media publications.

Design Team Lead, Digital Lab · startup studio — 2020 – 2021

- Grew from Google Ads banners to website design and was promoted to lead a team of six designers on websites, ads and social media.

Co-founder, Cactus Design agency · design, team and sales; the agency's brand and 3D website — 2021
Prepress Designer, Business Goal print shop · print-ready layouts: CMYK, resolution, bleeds — 2019 – 2020
Freelance Designer · logos, websites and graphics for small businesses — 2015 – 2019

SKILLS

Product	user flows, wireframes, prototyping, UI design, design systems and tokens, usability testing, developer handoff, epics and user stories
Visual	brand identity, logos and guidelines, interactive 2D animation, 3D, AI imagery finished by hand
Tools	Figma, Framer, Webflow, Rive, Spline, Blender, Cinema 4D, Photoshop, Midjourney, Nano Banana
Build	HTML, CSS, React, Next.js, Tailwind CSS, Vercel, Claude Code
Languages	Ukrainian (native), English (professional working proficiency)

EDUCATION

Architecture, Donbas National Academy of Civil Engineering and Architecture — 2014 – 2019
Where composition, light and solving the problem before styling it come from

Let's look for people, not keywords.
Have a good day and great candidates.

All case studies at slavkov.design/cases