



Anastasiia Meleshina

Position

UXUI designer
Product designer

Experience

6+ yrs

Location

Remote
now in Madrid, Spain

I specialize in developing user-centric designs and enhancing project workflows, as evidenced by creating a design system that became foundational across my previous organization's projects. My strong teamwork and passion for continuous learning fuel my ability to innovate and execute effectively in creative and dynamic environments.

- **Product designer at under [NDA]**

Nov 2023 — Oct 2024 • 1 yr

Designed and optimized interfaces for the patient app, boosting user satisfaction by 30%.

Collaborated with the courier app design team to ensure UX and visual consistency, enhancing driver satisfaction and onboarding.

Guided the development of a shared design system, helping standardize components and reducing design and development time by ~25%.

Served as the senior designer for the patient app team, leading UX strategy and coordinating design efforts for timely releases.

Worked hand-in-hand with product management to achieve business goals and successful product launches.

- **Product designer at [Swisstronik](#)**

Dec 2021 — Nov 2023 • 2 yr

Built a new app from the ground up for iPhone and Android, ensuring it's easy and fun to use.

Designed websites and extra stuff like brochures, making everything look great and work well together.

We started from scratch to create a design system that's used in everything our company makes, keeping our look consistent and cool.

Made sure all our products could talk to each other smoothly, so everything worked better together.

Worked closely with the developers, making sure we're all on the same page and that the final product matches the original vision.

We researched the market to ensure our designs were on point and kept ahead of the competition.

- **Lead UXUI designer at [Devolt.One](#)**

Mar 2021— Dec 2021 • 10 mos

As a UI/UX designer at D.1, I spearheaded the development of over 20 projects, ranging from mobile apps to websites, guiding them from initial concept to successful market launch. My role involved directly engaging clients to grasp their requirements and designing tailored solutions that met their needs.

Additionally, I significantly contributed to the growth of the design team by mentoring and managing new designers, enhancing our collective skill set and project output.

- **User Experience Designer [Compass](#)**

Mar 2020 - Mar 2021 • 1 yr

Led the development of a comprehensive design system, setting guidelines for project-wide consistency.

Designed user experiences for corporate messenger, focusing on registration logic and interfaces for mobile and desktop applications.

Crafted intuitive chat screens and various user interactions, enhancing user engagement.

Collaborated closely within a design team, coordinating effectively with development departments and managers to ensure design objectives were seamlessly integrated with technical implementation.

- **UXUI designer at Explabs**

Mar 2018 — Jan 2020 • 1 yr 11 mos

As an independent contractor, I have helped my clients achieve their business goals by developing corporate websites and social media by presenting their content in a clear, simple and attractive way to improve interaction with their users and customers. I then worked closely with the developers to ensure that the projects were executed as intended.

Connect me:

[in/anastasmls](#)

[t/me.anastasmls](#)

anastasvrk@gmail.com

Portfolio:

[anastasmls.me](#)

notion /on request

