

Vladyslava Makhova

Product Designer | UX/UI Designer

Kyiv

CONTACTS

makhovadesigner@gmail.com

[Portfolio](#)

[LinkedIn](#)

[Telegram](#)

SUMMARY

Product-minded UX/UI Designer with **2+** years of experience designing digital products from 0 to 1. I turn ambiguous product ideas into validated solutions, clear user flows, and scalable interfaces — helping teams reduce uncertainty and move faster from concept to product.

WORK EXPERIENCE

12th Corps Military Org | Managing UX/UI Designer | Remote

February 2026 — June 2026

Problem: to build a recruitment platform from scratch that would help candidates easily find military-related job openings that match their skills, apply for positions, or request transfers without unnecessary complications. The project involved developing a website for the corps and creating an administrative control panel that would enable quick content management from anywhere for users of any age and technical proficiency.

Result: designed the website and admin panel from scratch, including **2 UI kits, 2 user flows, and 20+ screens**. Worked with a Business Analyst to validate design decisions and create a more structured recruitment experience.

Leadership: my design direction was selected from 3 concepts, leading me to become the lead designer on the project. Coordinated tasks across 3 designers, mentored and supported trainee designers.

Startup Rework | Junior Product Designer | Full-time

September 2025 — January 2026

Problem: the product was being built from scratch, with AI as a core part of the experience, but its role and format within the product were still undefined. As our first AI product, there were no established patterns or internal experience to rely on.

Process: conducted **5 in-depth interviews** and synthesized insights from the research. Translated the findings into **2 CJMs and 4 user flows**, which informed the product architecture and subsequent design. Tested the solution, made another iteration and developed components for system design and tokens for functions.

Result: Although the product didn't reach production, the UX research and architecture helped stakeholders identify overlapping concepts and make informed decisions about separating the product into independent directions.

Startup vOrendu | Junior UX/UI Designer | Remote

February 2024 — October 2024

Problem: the C2C rental marketplace needed clearer user flows for both tenants and landlords, while the existing design system required new components and patterns to support the growing product.

Result: improved the end-to-end rental journey from search to contact and expanded the existing design system with new components, iconography, and interface patterns. Designed with technical constraints in mind and worked directly with developers, enabling a smoother handoff and reducing back-and-forth during implementation.

SOFT SKILLS

Cross-functional collaboration, Responsibility, User-centric approach, Critical thinking, Design rationale, Multitasking.

AI AND DESIGN AUTOMATION

Use Claude to automate design-system workflows and build functional components, while using Claude and Figma Make to accelerate prototyping and design iteration. Created and launched my portfolio website with the help of Claude.

HARD SKILLS

End-to-end research, Data-driven design, Adaptive UI and design systems, Advanced prototyping, Product thinking, iOS and Material Design, Basic knowledge of HTML/CSS.

TOOLS

Figma, FigJam, Figma Make, Figma Agent, Maze, Google Analytics, Amplitude, Claude, Cursor

LANGUAGES

- English - Upper-Intermediate
- Ukrainian - Native

EDUCATION

[Bachelor's degree in Design](#)