

# Anna Rogotska

Senior UX/UI & Product Designer · AI Product Design · Front-End Engineer

[annarogotska@gmail.com](mailto:annarogotska@gmail.com) · +380 73 413 6743 · Lisbon, Portugal

[linkedin.com/in/annarogotska](https://linkedin.com/in/annarogotska) · [annarogotska.xyz](https://annarogotska.xyz)

## PROFESSIONAL SUMMARY

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Senior UX/UI and product designer and front-end engineer with 5+ years designing digital products across web and mobile. Specialised in AI product UX — chat interfaces, prompt input flows, AI output displays, and generative tool experiences. End-to-end delivery from user research and Figma design systems to deployed product using Claude Code, Cursor, Lovable, and Figma Make. Proven ability to ship production-ready interfaces 2–3× faster than traditional hand-off without sacrificing design quality. Strong cross-functional collaboration with developers, product owners, and stakeholders in Agile/Scrum environments.

## WORK EXPERIENCE

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### Senior UI/UX Designer — Niko Technologies (Remote)

AUG 2023 – PRESENT

Lead UX/UI design for AI-driven products: chat interfaces, media generators, document assistants, and multi-step flows.

- Designed and shipped 20+ digital products across AI generation, crypto, and e-commerce — including Elegro.eu, SecurePayCard, Goldveils, and Artgenix.
- Built complete AI-powered products end-to-end (Figma to deployed) using Claude Code and Lovable, reducing delivery cycles by 2–3× vs. traditional developer hand-off.
- Integrated cryptocurrency payment systems into AI tool platforms, enabling seamless in-product transactions.
- Built and maintained multi-brand atomic design systems: variables, tokens, responsive layouts, and reusable component libraries; created white-label product versions for partners.
- Led UX modernisation improving usability across desktop and mobile; delivered accessible, WCAG-compliant interfaces.

### UX/UI Designer, Product Design Programme — Projector Institute

JAN 2024 – MAY 2024

Product design programme (Kyiv, Ukraine) on live projects Rork.ua and Vchasno.ua. Full UX research-to-design cycle: stakeholder interviews, user interviews, hypothesis prioritisation, Value Proposition Canvas, usability testing, and stakeholder presentations.

### UI/UX Designer — OmiSoft · DexPlanet (DeFi Exchange) (Remote)

JAN 2022 – APR 2023

Designed a decentralised exchange on BNB Chain with a cross-functional Agile team (2 designers, 6 developers, QA, PM). Led full platform design: research, UI requirements, chat interface, swap flows, side menu, and responsive adaptives. Built the design system from scratch and delivered high-fidelity Figma prototypes for all core sections.

### 3D Artist, Architecture Visualisation — Polotno.pro (Ukraine)

2021 – 2022

3D interactive experiences for the web: architectural 3D model integration, model optimisation (LOD), and texture baking to improve load performance. Collaborated with the engineering team on performance monitoring and technical constraints.

### 3D Artist, VR & Game Design — ARVI Lab (Ukraine)

2020 – 2021

3D modelling for VR quest games. Built game levels in Unity; texturing, rigging, and basic character animation.

## SELECTED PROJECTS

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**Veyrun** — Digital-first running brand — brand, storefront, mock-backed checkout, and owner admin across 26 React routes, built solo with tests. Designed and built end-to-end in Claude Design and Claude Code. (1 week)

**Rivel** — Editorial children's bookstore — brand and a full 22-screen SPA with 68 end-to-end tests, built solo in Claude Design and Claude Code. (1.5 weeks)

**Knowlio** — UK tutor marketplace — brand, design system, custom animation library, and the full Next.js front-end, paired with one backend engineer. (1.5 weeks)

**Payment Gateway** — Live European crypto payment gateway — lead designer, ongoing since 2024. Token-based design system, merchant dashboard, mobile checkout, and KYB onboarding (completion cut by more than half). Figma source of truth.

**Genly** — AI platform uniting chatbot, audio, image, and video studios — lead designer; designed end-to-end in Figma and handed to engineering. Live.

**DexPlanet** — Five-service DeFi platform (DEX, NFT marketplace, launchpad, pools, farming) — design system built from scratch; MVP in 6 months; supported a \$200K funding round.

**UX Research · Rork** — Hypothesis-driven UX research on a Ukrainian reading app — 14 interviews, 6 hypotheses, 4 prototyped solutions, 2 rounds of testing (Projector Institute).

## SKILLS

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**Design:** UI/UX Design · Product Design · Design Systems · UI Kits · Wireframing · Prototyping · User Flows · Responsive Design · Interaction Design · Motion Design · WCAG Accessibility

**Front-End:** React · Next.js · TypeScript · Tailwind CSS · Framer Motion · Playwright · HTML · CSS

**AI Tools:** Claude Code · Claude Design · Anthropic API · Agent Skills (Anthropic + custom) · Cursor · Lovable · Figma Make · v0 by Vercel · Midjourney · ChatGPT · Prompt Engineering · Generative AI UX

**Software:** Figma · FigJam · Webflow · Photoshop · Illustrator · Premiere Pro · Notion · Jira

**Research & Strategy:** User Research · Usability Testing · A/B Testing · User Interviews · Analytics · Value Proposition Canvas · Data-Driven Design · Competitive Analysis

**Collaboration:** Cross-functional Collaboration · Stakeholder Management · Agile · Scrum · Developer Hand-off · Project Management

## CERTIFICATIONS

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Claude Code in Action — Anthropic	MAY 2026
Claude 101 — Anthropic	MAY 2026
Generative AI for Product Designers — Coursera	MAY 2024
Product Design — Projector Institute	MAY 2024
Start the UX Design Process: Empathize, Define, and Ideate — Coursera	JAN 2022
Build Wireframes and Low-Fidelity Prototypes — Coursera	DEC 2021
Foundations of User Experience (UX) Design — Google / Coursera	NOV 2021

## EDUCATION

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<b>Product Design Programme — Projector Institute (Kyiv, Ukraine)</b>	2024
<b>UI/UX Design — Self-directed study &amp; professional practice</b>	2020 – 2022

## LANGUAGES

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Ukrainian (Native) · English (Upper Intermediate) · French (Basic)