

Elena Uvarova

Product Designer · ships production code

Antwerp, Belgium · Remote (EU, CET) · Belgian residence — no sponsorship required · ontwrpn@gmail.com · linkedin.com/in/elenuvarova · Portfolio: ontwrpn.com

Product designer who takes her own work to production — research, flows, design systems and high-fidelity UI, then the React/TypeScript front-end that ships it. Founding (sole) designer at an AI & data-science consultancy; healthcare, B2B data tools and AI products; WCAG 2.2 AA as a working standard. Three years of end-to-end product design on a decade in design.

SKILLS

Product & UX · Product Design · User Research · Usability Testing · Information Architecture · Prototyping · Design Systems · Accessibility (WCAG 2.2 AA) · Jobs-to-be-Done · A/B Testing

Ships to production · React · TypeScript · Next.js · Tailwind · Python (FastAPI) · three.js / WebGL · Docker · Git

AI in the workflow · Claude & Claude Code · agent & prompt design · AI image/video generation for production

Tools · Figma · FigJam · Adobe CC · After Effects · Cinema 4D / Redshift

Foundations · Cognitive Psychology · Statistics · Market & Competitor Analysis · Product Management

WORK EXPERIENCE

Product Designer · SVP Consulting

Antwerp, Belgium · Oct 2025 – Present

- Founding (sole) designer at a five-person AI & data-science consultancy — own brand, positioning, web and internal product end to end, from market strategy to shipped, live product (svp-consulting.ai).
- Designed and shipped two live sites solo: a fast SEO pilot, then a four-language (EN/FR/NL/DE), WCAG 2.2 AA flagship with a WebGL brand experience.
- Designed and built Chroma, an internal colour-system tool used on 100% of projects since launch — cut colour work from 3.1 to 1.0 hours per project (–68%) and replaced a six-tool workflow with one.
- Designed and shipped three internal data products — a UK/EU procurement radar that replaced ~4 hours a week of manual tender scanning, a location-intelligence tool for “where should we open?” questions, and a Benelux job-market scout that cut a two-hour search to a 20-minute review.
- Built the go-to-market foundation: positioning, lean canvas, market sizing (TAM/SAM/SOM, PESTEL) and a 10+ competitor landscape distilled into battle cards.

Product Designer (contract) · UNKNW

London · Remote · Jun – Aug 2026

- Designer in the team at a London studio, working to art direction on brand and product work for international clients.
- Designed and shipped pages, websites, a browser game and an AI editing agent that replaced a site’s admin panel — design file to production code single-handed, with no engineer in the loop: Next.js, React and TypeScript, GSAP scroll choreography, real-time 3D in three.js, and the mobile build.
- Designed a conversion landing inside an existing design system, built on its own components and verified against WCAG 2.2 AA contrast.
- Took explainer films and acquisition creative from research to master — market-stage research set the angle per market, storyboards in two directions per film, animation in After Effects, plus banner sets and App Store assets.

UX/UI Designer · UPROCK

Remote, Dubai · Jun 2023 – Sep 2025 · internship → contract from Jun 2024

- Owned UX/UI across multiple client products end to end — research, user flows, high-fidelity UI and interactive prototypes in Figma — collaborating with art directors and developers from brief to engineering handoff.
- Led UX and UI for a regional healthcare patient portal — mapped 7 end-to-end flows from IA and wireframes through to 186 hi-fi screens, and aligned the direction with the art director and client.
- Built and maintained Figma design systems (component libraries, variables, auto-layout patterns) adopted across the team, with documented conventions for faster handoff.
- Applied Jobs-to-be-Done, journey mapping and information architecture to ground design decisions in user needs.

Web Designer & Developer · Self-employed

Moscow, Russia · 2020 – 2022

- Built responsive websites (HTML/CSS) and ran client projects end to end, from requirements to delivery.

Graphic Designer · Foto-print

Voronezh, Russia · 2018 – 2020

- Created brand and visual content for digital and print, and managed print production end to end.

Content Editor & UX/Product Contributor · eBay Social — an official eBay project

Moscow, Russia · 2014 – 2017

- Proposed UX and product improvements that shipped — draft autosave, image-on-publish, tag- and collection-based search, and a CAPTCHA flow redesign.
- Seeded and ran the product’s flagship community thread (460+ pages) on Russia’s largest independent eBay forum, turning it into an organic acquisition channel.

News Editor, Technology · gonzomag.ru (gamemag.ru network)

Moscow, Russia · 2012 – 2014

- Owned a technology section end to end — story selection, writing, editing and publishing.

EDUCATION

Postgraduate Diploma, Product Management — Bang Bang Education · 2025 – 2026

MSc, Information Security of Telecommunication Systems — Voronezh State Technical University · 2014 – 2020

CERTIFICATIONS & LANGUAGES

Google UX Design Professional Certificate — Google, 2025 · Collaborative UX Design — HEC Montréal, 2025 · Enterprise Design Thinking Practitioner — IBM · AI Fluency — Anthropic · User Experience Design — University of Cambridge

Russian (native) · English (full professional) · Dutch (working) · French (elementary)