

TARAS VOLOSHYN-TSIUK

UI/UX DESIGNER

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Reggio Calabria, Italy

Behance link

Dribble Link

I am a UI/UX designer who creates thoughtful, user-friendly, and aesthetically pleasing interfaces that are focused on real user needs. I have a deep understanding of usability principles, behavioral patterns, and design that works — not only looks good, but also solves specific problems.

I am driven by product work: I love to immerse myself in business goals, analyze user experiences, test hypotheses, and improve interfaces based on real data. I am able to work both independently and in a team — with developers, analysts, and product managers.

I am looking for an opportunity to join a product team where design matters and the user is at the center of solutions.

SKILLS

Hard Skills

UX Research | UI/Interaction Design | Journey Mapping | Information Architecture | Wireframing | Prototyping | Usability Testing | Data Analysis

Tools

Figma | FigJam | Photoshop | JIRA

LANGUAGES

Ukrainian	*Native*
English	*Intermediate (B1)*
Russian	*Fluent*

JOB EXPERIENCE

UI/UX Designer

Part / Full Time

ChelTGroup | Chernihiv (Ukr) / Remote | Apr, 2019 - Current

Outsourcing company / digital products for various businesses

Worked with project managers to transform business goals and requirements into understandable, functional and aesthetically pleasing interfaces

Worked with development team to create useful features that met business needs and user expectations

Analyzed existing interfaces, identified user experience weaknesses and suggested improvements through iterative updates

Developed interactive prototypes to support UX research and usability testing, allowing to test hypotheses and improve solutions before the development stage

Senior UI/UX Designer

Part Time

Nexaloom | Remote | Feb, 2021 - Jul, 2025

Nexaloom is an online business management software offering features like website builder, leads collection, booking etc.

On this project:

- Designed and optimized interfaces for a SaaS platform enabling website creation, online booking, lead management, and payment processing.
- Structured complex B2B and B2C user flows, including business onboarding, service management, scheduling, and transaction handling.
- Developed a scalable design system and reusable UI components to ensure product consistency and faster delivery.
- Created interactive prototypes of varying fidelity and presented design solutions to stakeholders and cross-functional teams.
- Collaborated closely with developers, prepared detailed specifications, and ensured high-quality implementation.
- Enhanced onboarding and operational workflows for business owners using the platform's commission-based model.

UI/UX Designer

Part Time

Octopus Engage Remote Feb, 2021 - Jul, 2025

Digital platform for moving companies in the USA

Worked on the design of a comprehensive product that included a CRM system, client pages, company websites, and a sales management system

Conducted A/B testing and in-depth interviews with end users and business representatives to identify pain points, test hypotheses, and make informed design decisions

Developed UX artifacts: user flows, wireframes, high-fidelity mockups, and a design system with components that ensured scalability and visual integrity of the product

Implemented UX/UI solutions significantly improved the user experience and positively impacted the business efficiency of companies using the platform

UI/UX Designer

Part Time

MobilAuto Remote Sep, 2021 - Jul, 2024

A company developing software for transportation and logistics services:

Designed a CRM system for processing orders by transportation companies — including taxi services, freight transportation, and corporate fleets

Designed a mobile application for taxi customers — with a focus on ease of ordering, trip tracking, and interaction with the driver

Developed a separate interface for taxi drivers — taking into account navigation, order taking, communication, and status management scenarios

Worked on creating a design system with a component library in Figma to ensure consistency between products and rapid scalability

Analyzed existing interfaces, conducted UX research, in-depth interviews, flows, wireframes, and mockups based on stakeholder requests and user feedback.

UI/UX Designer

Part Time

Payflows.io Remote Aug, 2022 - Apr, 2023

B2B SaaS platform for finance and operations teams

Worked closely with Project Owner and UX designer to align business goals, user needs, and visual strategy within a compact product team

Conducted in-depth interview analysis and usability testing to identify behavioral patterns, user pain points, and opportunities for experience improvement

Worked with UX designer to create scenarios and optimize flows for key roles.

Worked on creating a design system in Figma

EDUCATION

Projector Institute - UX Designer Medium

Remote Apr 2025 - Jul 2025

National Technical University of Ukraine (Kyiv Polytechnic Institute)

Kiyv 2005-2011