DENIS MOKRUSHIN

Junior UX/UI Designer | Product Designer

Katowice, Poland • Open to Remote / Hybrid • B2B or UoP
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PROFESSIONAL SUMMARY

Junior UX/UI and Product Designer with 4+ years of commercial 3D and interior design experience and a Bachelor's degree in Information Architecture (in progress). Designs and launches web interfaces in Figma and WordPress, from UX research and wireframes to developer handoff. Experienced in heatmap analysis, Design Systems, and presenting concepts to clients.

CORE SKILLS

Design & Prototyping: Figma (incl. Dev Mode, Auto Layout, Variables, Components), Design Systems, Prototyping / Wireframing, UI Design / Visual Design, Interaction Design (IxD), Responsive Web Design (RWD), Mobile App Design (iOS/Android)

UX Research & Analytics: UX Research (Qualitative / Quantitative), Usability Testing, User Flows / Task Analysis, Information Architecture (IA), Google Analytics, Hotjar, Useberry, Conversion Rate (CRO), applied statistics for usability and analytics data

Web & Accessibility: WordPress (Elementor, Astra), HTML / CSS (Basic), WCAG / Accessibility (fundamentals), SaaS and E-commerce products, Webflow / Framer and Low-code (Bubble, Make) – exploring

AI & Workflow: AI-Native Design Process (Claude, v0, Bolt, ChatGPT / AI prompting), Developer Handoff Process, Miro, Notion, Agile / Scrum / Jira, Remote / Hybrid workflow

Soft Skills: Cross-functional Collaboration, Stakeholder Management, Communication, Problem-Solving, Empathy, Analytical Thinking, Adaptability, Time / Scope Management, Receptiveness to Feedback, Curiosity / Eagerness to learn

Visual & Spatial: 3D Environment Art (architectural and interior scenes), Interior technical drawings (plans, sections, elevations), 3ds Max, Corona Renderer, ArchiCAD, AutoCAD, Adobe Illustrator, Adobe Photoshop, darktable

PROFESSIONAL EXPERIENCE

Freelance Product / UX/UI & Web Designer

2025 – Present | Katowice, Poland | Remote / Hybrid

- Designed, prototyped, and launched 2 commercial responsive websites on WordPress (Astra, Elementor): a B2C interior design studio portfolio and a B2B/B2C online course platform.
- Built user flows, wireframes, and high-fidelity UI in Figma, prepared developer specifications for handoff, and configured domain and hosting.
- Integrated Google Analytics and Hotjar to track user behavior and run ongoing conversion (CRO) tests on lead generation forms.
- Used AI tools (Claude, v0, Bolt, ChatGPT) for ideation, UX microcopy, and layout drafts.

Interior & Spatial Designer / 3D Visualizer

2022 – Present | Freelance | Remote

- 4+ years of commercial architectural visualization and interior design in 3ds Max, Corona Renderer, ArchiCAD, and AutoCAD.
- Searched supplier and material databases with filters for budget, style, and client needs, synthesizing options into clear recommendations.
- Presented design concepts to clients, handled objections, and secured approval at each stage.

SELECTED PROJECTS & CASE STUDIES

Eskiz — B2B SaaS CRM for architecture and interior design studios

2026 | Product Designer (concept project) | Figma, FigJam, Notion

- Designed a B2B SaaS workspace that links client feedback, approvals and stage payments into one flow for 3 roles: studio owner, designer and client.
- Ran a competitor analysis of 5 tools (Programa, Monograph, Houzz Pro, Filestage, MarkUp.io) with AI-assisted desk research, and turned the findings into personas, JTBD and design decisions.
- Built the site map, a pin lifecycle user flow and 3 wireframe options for the project card, and chose stage-based navigation.

- Designed a pin-based feedback viewer for 3D renders, with version locking on approval and automatic stage invoicing.
- Created a token-based design system with light and dark themes, responsive screens for desktop, tablet and client mobile, and a clickable prototype.

Interior Design Studio & Educational Course Platform
2025 | Commercial web projects: olgazilyaneva.ru and olgazilyaneva-course.ru

- Conducted market research and competitor analysis to define visual strategy and functional requirements for a B2C portfolio and a B2B/B2C course platform.
- Developed information architecture, user flows, and wireframes in Figma, with client approval at each iteration.
- Designed high-fidelity UI and interactive elements, then implemented the sites in WordPress with custom HTML/CSS, including domain and hosting setup.

EDUCATION

Bachelor's Degree in Information Architecture (in progress)
2023 – Present | University of Silesia in Katowice (Uniwersytet Śląski w Katowicach), Katowice, Poland

Focus: Information Architecture, UX Research, Usability Testing, WCAG / Accessibility, Web Technologies, Database Systems

LANGUAGES

English: B2 • Polish: B2 • Russian: Native