

Irina Shamanova

Product Designer UX/UI (NOC 21233)

Email: irishama.art@gmail.com

WhatsApp: [https://wa.me/ +995593250683](https://wa.me/+995593250683) | Telephone: +1 940 623 34 09

Behance: https://www.behance.net/irishama_art

LinkedIn: <https://www.linkedin.com/in/irinashamanova/>

SUMMARY

Product UX/UI Designer with over 8 years of experience and a proven track record in UX research, including 10+ successful customer development cases. Experience across EdTech, FinTech, SaaS, and enterprise systems. Expert in comprehensive design processes such as UX research, user flows, prototyping, UI design, design systems, A/B testing, and metrics analysis. Proficient in industry-standard tools including Figma, Adobe Photoshop, Adobe Illustrator, Miro, Adobe Premiere Pro, Webflow, WIX among others. Demonstrated success in collaborating within full-service product teams, engaging effectively with analysts, developers, and testers. Adept at creating compelling presentations to showcase design work and strategies to stakeholders.

EXPERIENCE

Foxford (EdTech, international online school)

Senior Product Designer UX/UI | Jul 2024 – Jul 2025

Foxford is a leading international online education platform with over 50,000+ active users, offering interactive courses, live tutoring, and test preparation for students and parents.

- Redesigned navigation and onboarding for students and parents across 100+ screens — boosted daily active users by **+12%**.
- Simplified UI for homework and assignments, resulting in a **27% drop** in support requests.
- Developed reusable UI templates for 15+ task types, reducing delivery time by **40%**.
- Conducted UX research, usability testing, and collaborated with cross-functional teams to drive product decisions.
- Refreshed the design system and UI components to align with the new brand, increasing interface consistency and user satisfaction.

MYOFFICE (Secure enterprise software developer, Russia)

Lead Product Designer (UX/UI) | Nov 2023 – Jul 2024

MyOffice provides secure office solutions for communication and document collaboration, serving over 100,000 enterprise users.

- Built and led a product design team (hired 3 designers) for the **Private Cloud** department.

- Led a full redesign of the Private Cloud interface (70+ screens), based on UX research and usability testing — improved task completion speed by **25%** and clarity scores in tests.
- Contributed to the company-wide design system, streamlining design consistency and dev handoff.
- Designed data-driven, complex interfaces for enterprise-level users in finance, legal, and government sectors.
- Created UX documentation and design specs, improving cross-team collaboration and reducing onboarding time for new designers.

TAXTELECOM (International IT Company)

Lead Product Designer UX/UI | Aug 2021 - Nov 2023

TAXTELECOM is a global IT company. I was the sole product designer responsible for launching TaxiMaxim — an international grocery and food delivery platform.

- Spearheaded the design of TaxiMaxim marketplace from scratch across Web, iOS, and Android, scaling to support over 100K+ monthly active users in Indonesia.
- Conducted in-depth user research (CustDev) and competitive analysis across emerging markets (Asia, Russia), leading to a validated product-market fit.
- Designed user flows and interactive prototypes, tested with real users, and integrated feedback in iterative design sprints.
- Created a scalable cross-platform design system that reduced feature delivery time by 50%.
- Collaborated closely with PMs and developers across multiple time zones to ensure consistent UX and clear documentation.
- Launched MVP in Indonesia; the product continued scaling in Turkey and Iran, laying the foundation for multi-country expansion.

MISH DESIGN / NLMK (Nizhniy Novgorod - Moscow, Russia)

Senior Product Designer UX/UI | Jan 2021 - Aug 2021

Project-based role (outsourced via MISH DESIGN).

NLMK is Russia's largest steel and mining company. I was brought in as the sole product designer on a digital transformation project for their coal warehouse operations.

- Led the end-to-end UX/UI design of a reporting and control system for coal warehouse logistics — aimed at reducing material losses and improving data transparency.
- Conducted field research on-site, including interviews with plant workers and managers to uncover operational pain points.
- Developed personas, user journeys, and tested key hypotheses with stakeholders to align the system with real-world needs.

- Designed user flows and interactive prototypes; iteratively tested them with users to ensure usability and accuracy.
- Built the UI using NLMK's design system, balancing corporate standards with functional clarity.
- Results: After implementation, the system helped reduce inventory losses by 20% and improved traceability of warehouse operations.

SOVCOMBANK (Kazan - Moscow, Russia)

Lead Product Designer UX/UI | Jun 2019 - Jan 2021

Sovcombank is one of Russia's largest banks, serving over 5 million customers. I led the product design team within digital banking and internal service tools.

- Built and led a team of 5 designers; mentored junior and mid-level team members — two were promoted to mid-level and one to lead.
- Designed and delivered UX/UI for web and mobile platforms across 10+ banking products, including personal finance tools, internal dashboards, and document systems.
- Led UX research, including user interviews, surveys, and A/B testing, which informed high-impact design decisions across the digital banking ecosystem.
- Reorganized and improved design workflows: introduced Figma and Miro (replacing Sketch and Zeplin), which doubled team speed and improved handoff to developers.
- Created scalable user flows, wireframes, and high-fidelity prototypes for data-driven systems handling sensitive financial data.
- Developed and maintained a design system used across multiple teams, improving UI consistency and reducing design time by 30%.

SKILLS

Technical: Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effect, Miro, Zeplin;

Other: Confluence, Jira, Google Adds, Procreate, Microsoft Office 365, Trello, Agile;

UX/UI design skills: Prototyping, Design systems, UX research, AB tests, CusDev, JTBD, User flows, User story, User map, Strong grasp of fundamental design principles, including typography, color theory, layout, and visual hierarchy, GUI Human design (iOS) and Material design (Android/Web).

Languages: English (B2), Russian (native)

EDUCATION

Kazan State University of Culture and Arts

Bachelor's degree, applied informatics

College

Specialist, Artist-designer