

Evgenii Lukianov

UI/UX Designer

📍 Halle (Saale), Germany
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📁 Portfolio: <https://elukianov.me>

Profile

UI/UX Designer with experience in web and mobile product design. Strong background in prototyping, UX research, and Design Systems. Knowledge of Figma, Motion Design, and cross-platform guidelines (iOS/Android/Web). Experienced in collaborating with developers to bridge design and development.

Core Skills

- UX Research · Prototyping · Wireframing
- Competitive Analysis · UI Kits
- Design Systems · iOS/Android Guidelines
- Motion Design · UI Animations · 3D
- Figma, Photoshop, After Effects, Blender, Lottie

Experience

Freelance UI/UX Designer

Remote
EU | 2019–Present
RU | 2010–2019

Design Generalist

Responsibilities:

- Built prototypes and Designed UI for mobile and web applications
- Created wireframes, interactive prototypes, and design specs for development
- Collaborated with developers, PMs, and marketing teams

Achievements:

- Designed interfaces, flows, and visual systems for clients in SaaS, education, health, and e-commerce
- Improved usability in client apps through iterative UX testing and prototyping
- Created logos, icons, illustrations, animations, and custom UI components

SK-Polimers

Krasnoyarsk, Russia
2017–2019

Web Developer

Responsibilities:

- Developed and launched company websites using HTML, CSS, and WordPress
- Built custom online shop features and interactive elements
- Created digital marketing materials, including banners and presentations

Achievements:

- Improved page load speed and SEO performance on multiple projects
- Supported marketing campaigns through landing pages

Selected Projects:

Optevo.com

B2B team and task management platform (Web, iOS, Android)

Lead UI/UX Designer

Responsibilities:

- Designed dashboards, task boards, and calendars
- Built modular design system and component library
- Worked closely with dev team and PM in sprints

Achievements:

- Reduced time-to-design for new modules by 40% thanks to modular UI kit
- Helped align cross-platform UX, improving consistency and usability

Fluenza Ai

🔮 AI-powered language learning assistant (iOS/Android)

Product Designer

Responsibilities:

- Designed onboarding, gamified chat interface, and app visuals
- Focused on retention and mobile-first UX patterns
- Created brand visuals and product tone with attention to mobile UX

Achievements:

- Helped increase day-7 retention via gamified UX and feedback mechanics
- Contributed to early product validation and MVP success in closed beta

Tabakette

Mobile app to help users quit smoking in 25 days (iOS/Android)

Product Designer

Responsibilities:

- Created complete flow for 25-day habit tracking
- Designed motivational illustrations and daily feedback visuals

Achievements:

- Helped increase user retention through a clear daily progress structure
- Delivered a clean and emotionally supportive design

Education & Certifications

- 3D Motion Graphics – Volnitsa Motion Design School (2024)
- UI/UX Designer Diploma – Yandex School of Data Analysis (2021)
- Advanced Web Development – Loftschool (2019)
- Web Development Basics – Loftschool (2018)
- Bachelor-level Diploma in Applied Informatics and Business – Aksyonovs Institute, Russia (2013)

Languages

- 🇷🇺 Russian – Native
- 🇬🇧 English – Upper-Intermediate (B2)
- 🇩🇪 German – Intermediate (B1 TELC certificate)

Additional Info

- ✓ Relocated to Germany in 2020
- ✓ Based in Halle, valid EU work permit
- ✓ Open to remote and hybrid roles