

# Bis Olga

UX/UI Designer | 5+ years of experience | Web & Mobile design | Health Tech, SaaS, Travel, Fintech, B2C, Multimedia design | 2D & 3D graphics | AI-assisted design

## Skills & Expertise

- **UX/UI Design & User-Centered Design:** Designing intuitive, accessible, and user-centered interfaces for web and mobile products.
- **Product Design Thinking:** Strong UX thinking, problem-solving, and user-focused decision-making.
- **Figma (Advanced):** Components, variants, variables, auto layout, and interactive prototyping for scalable design systems.
- **Design Tools:** Adobe Creative Suite (Photoshop, Illustrator).
- **Visual & Graphic Design:** Expertise in typography, layout, composition, color, and visual hierarchy. Creating UI graphics, banners, icons, infographics, dashboards, and 2D/3D visuals.
- **3D Design:** Creating 3D assets and visuals using Cinema 4D.
- **AI-assisted Design:** Using AI tools to generate and refine visuals, improving design speed and efficiency.
- **Design Systems:** Building, maintaining, and scaling design systems for consistency across products.
- **Wireframing & Prototyping:** Creating wireframes, user flows, and interactive prototypes to validate UX solutions. End-to-End Product Design: From concept and ideation to delivery, iteration, and implementation.
- **Cross-Functional Collaboration:** Working closely with product managers and developers; understanding of HTML, CSS, and JavaScript fundamentals.
- **Responsive & Adaptive Design:** Ensuring consistency across devices, screen sizes, and platforms.
- **Team Collaboration:** Experience working in remote and cross-functional teams.
- **Time Management:** Task estimation, prioritization, meeting deadlines, and independent problem-solving.

## Portfolio

<https://olgabis.cc>

## Contacts

- **Telegram:** [shuniyata](#)
- **Email:** [olgabis.design@gmail.com](mailto:olgabis.design@gmail.com)
- **LinkedIn:** <https://www.linkedin.com/in/olgabis>

## Languages:

- English (B1)
- Russian (native)

Location: Belgrade, Serbia

## Work experience

### Sila Sveta

<https://www.silasveta.com>

October 2025 — January 2026 (Contract)

**Role:** UX/UI Designer

**Skills:** UX/UI Design, Interaction Design, Visual Design, Digital Design, Multimedia design, Illustration, AI-generated visuals

- Designed user interfaces for two large-scale interactive museum projects in Astana, Kazakhstan (NDA), translating complex technical scenarios into intuitive user flows and interfaces, which helped create more engaging and accessible visitor experiences.
- Created custom illustrations and interface graphics aligned with the visual identity of each project, resulting in a more cohesive and recognizable product experience.
- Used AI-assisted workflows (Nana Banana Pro, Midjourney, ChatGpt) to generate and refine visual assets, which accelerated production processes and improved overall design efficiency.

## Self-employed

August 2025 — October 2025

**Role:** UX/UI Designer

**Skills:** UX/UI Design, Product Design, Web Design, Interaction Design, Visual Design, Digital Design, Illustration, AI-generated visuals

- Designed interfaces for a large-scale interactive museum project in Tashkent, Uzbekistan (NDA), developing digital experiences for complex exhibition scenarios and improving usability for diverse visitor interactions.

- Led the redesign of the inpatient care workflow and daily task dashboard for a veterinary clinic management system, improving patient identification accuracy, treatment tracking, and operational visibility for clinic staff. Case — <https://olgabis.cc/projects/vet>
- Produced custom illustrations and interface visuals tailored to each product, helping strengthen visual consistency and overall user experience quality.
- Integrated AI-assisted tools (Nana Banana Pro, Midjourney, ChatGpt) into the visual design process to speed up asset creation and iteration, increasing workflow efficiency and reducing production time.

## Pinkman

<https://pinkman.ru>

Digital design studio

May 2024 — June 2025 (Full time. Remotely from Serbia, Belgrade)

**Role: UX/UI Designer**

**Skills:** UX/UI Design, Product Design, Web Design, Mobile App Design, Interaction Design, Design Systems, Responsive Design, Mobile-First Design, User-Centered Design, Competitive Analysis, Visual Design, 2D & 3D Illustration

### 1. Web & Mobile Product Design for Enterprise Clients (NDA)

**Clients:**

- **Samolet** (Real Estate)
  - **VTB Bank** (Fintech)
  - **Fun&Sun** (Travel)
  - **OTP Bank** (Fintech)
- 
- Designed and improved responsive web platforms and mobile applications using mobile-first and user-centered design principles.
  - Led and contributed to product page redesigns across desktop and mobile, improving usability and user engagement.
  - Worked within design systems, creating and documenting scalable, reusable UI components.
  - Conducted competitive analysis and UX benchmarking of mobile applications to identify product improvement opportunities.
  - Collaborated with cross-functional teams (product managers, developers) to deliver consistent and high-quality design solutions.
  - Created high-quality 3D illustrations and visual assets for a mobile banking application.
  - Collaborated with product and development teams to integrate visuals into the user interface.

- Ensured visual consistency and alignment with product design guidelines.

## 2. UX/UI Design for Interactive Museum Installations in Moscow (NDA)

**Client:** Sila Sveta (Art and technologies)

- Designed user interfaces for 10 interactive installations, delivering 100+ wireframes and 160+ high-fidelity UI mockups.
- Developed user flows, interaction logic, and interaction scenarios based on complex technical requirements and visitor journeys.
- Delivered end-to-end design solutions, from concept to final UI, ensuring usability, accessibility, and visual consistency.
- Created custom 2D illustrations and interface graphics to support immersive and engaging user experiences.

## SaaS software (Tbilisi, Georgia)

September 2023 — March 2024 (Part time)

**Product:** SaaS platform for cryptocurrency payroll automation (NDA)

**Role:** UX/UI Designer

- Led end-to-end UX/UI design for a cryptocurrency payroll SaaS platform, including development build analysis, usability issue identification, and delivery of detailed design specifications for developers.
- Conducted UX audits and usability reviews to identify friction points and improve product clarity, helping align the platform with business goals and user needs.
- Designed and optimized responsive interfaces for web and mobile, improving usability, navigation clarity, and overall user interaction.
- Performed competitive analysis and market research to benchmark features, refine user flows, and strengthen the product's positioning within the industry.
- Created high-fidelity UI mockups, scalable design systems, and interactive prototypes in Figma, supporting faster product development and clearer stakeholder alignment.
- Collaborated closely with cross-functional teams, including product owners, product managers, and developers, to deliver consistent and user-centered product experiences.

## Metacade (United Kingdom)

<https://www.metacade.co>

January 2023 — February 2024. (Full time, remote)

**Role: UX/UI Designer**

- Designed landing pages and responsive websites for product launches, creating high-fidelity UI mockups across multiple screen sizes and maintaining scalable UI kits.
- Maintained and enhanced existing digital products, ensuring consistency with brand guidelines and design systems.
- Contributed to end-to-end product design, from concept to release, collaborating with cross-functional teams (product managers, developers).
- Conducted design reviews and QA support, ensuring accurate implementation in collaboration with engineering teams; working knowledge of HTML, CSS, and JavaScript fundamentals.
- Designed a modular Web3 product (embeddable widget) supporting multiple user scenarios (wallet connection, network switching, token transactions), contributing to increased user conversion rates.
- Conducted UX research, usability analysis, and iterative design improvements, reduced drop-off rate in token purchase flow from 70% to 30% through UX improvements.
- Collaborated in a fully remote, international environment, communicating daily in English with distributed teams.

## Business Consulting Firm

<https://www.4dk.ru>

January 2021 — December 2022 (Full time. Moscow)

**Company:** Digital Legal Services (B2B & B2C)

**Role: UX/UI Designer**

- Designed and delivered responsive websites and landing pages, ensuring optimal performance across devices and screen sizes.
- Led end-to-end website design, focusing on usability, accessibility, and brand consistency.
- Collaborated with cross-functional teams (developers, product stakeholders) to ensure accurate implementation and design quality (QA).
- Created marketing and visual assets, including banners and promotional materials to support product growth and campaigns.
- Designed and developed an internal gamified web application, increasing sales by 150% through improved employee engagement
- Mentored and onboarded junior designers, providing guidance on design tools, systems, and best practices.

## About me

Design is more than my profession — it's a big part of who I am. I love diving into details, understanding the full context, and shaping solutions that feel thoughtful, clear, and effective. I blend UX thinking and human-centered design to create experiences that are both functional and aesthetic. I'm inspired by nature, urban spaces, and technology.

## Contacts:

- **Telegram:** [shuniyata](#)
- **Email:** [olgabis.design@gmail.com](mailto:olgabis.design@gmail.com)
- **LinkedIn:** <https://www.linkedin.com/in/olgabis>