

Olga Bis

Senior UX/UI & Product designer | 5+ years of experience | Web & Mobile products | Open to remote EU

Portfolio – <https://olgabis.cc>

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Summary

Experienced in designing complex digital and interactive products across SaaS, EdTech, TravelTech, FinTech, and large-scale museum projects. Strong in end-to-end product design, information architecture, usability testing, accessibility, responsive UI, and scalable design systems, with ownership from problem definition through implementation. Collaborates closely with product managers, developers, and cross-functional teams to translate complex requirements into intuitive, user-centered products.

Experience

Senior UX/UI Designer

October 2024 — April 2026 (Contract, Remote)

[Sila Sveta](#) | Award-winning international multimedia studio creating immersive experiences, large-scale interactive installations, and digital products for global brands, museums, and cultural institutions.

Large-scale museum projects (all under NDA): Moscow, Russia, 250K+ annual visitors; Astana, Kazakhstan, 300K+ annual visitors; Tashkent, Uzbekistan, 5K+ daily visitors.

- Designed UX and UI for 17 museum installations, including educational touchscreen experiences, large-format displays up to 3 m wide, and non-standard screen layouts for audiences ranging from school-age children to subject-matter experts and older adults.
 - Owned end-to-end design delivery for individual installations, from requirements and wireframes to production-ready UI and implementation support, resolving content, interaction, and technical constraints with developers, project leads, content teams, and subject-matter experts.
 - Structured information architecture, user journeys, and interaction patterns, translating complex historical, cultural, technical, and educational content into clear, engaging multimedia experiences.
 - Validated interaction flows, onboarding, and edge cases through user testing and iterative refinement within an Agile delivery process, followed by testing on production-equivalent hardware before development handoff.
 - Created accessibility-compliant interfaces for public museum installations, applying exhibition design principles for typography, color contrast, readability, viewing distance, and interaction, with 100% of interfaces passing formal accessibility inspection on the first review.
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UX/UI Designer

May 2024 — October 2024 (Full time, Remote)

[Pinkman](#) | One of Russia's leading digital product design agencies. Clients:

1. **FUN&SUN** | Travel company, **1.9M+ annual travelers**

- Designed mobile app features for last-minute tour bookings, from competitor research and UX hypothesis validation to user flows and high-fidelity UI, shaping clearer, conversion-focused booking experiences.
- Created responsive user flows and high-fidelity interfaces across web and mobile, unifying the booking journey across devices.
- Built and maintained reusable UI components within the design system, improving interface consistency and reducing duplicated design work across teams.

2. **Samolet (PropTech)** | Russia's leading residential real estate company, **31K+ homeowners served annually**

- Redesigned service pages for a leading real estate platform using a mobile-first approach, improving information architecture and conversion-focused user journeys across mobile and desktop while collaborating with product managers and developers through implementation.

3. **VTB Bank (FinTech)** | Leading financial services provider in Russia, serving **31M+** retail customers

- Created 3D visual assets for banking websites and mobile applications, communicating product concepts and maintaining visual consistency across digital touchpoints.

Senior UX/UI Designer

February 2024 — April 2024 (Contract, Remote)

Independent Contract | Cryptocurrency Payroll Automation SaaS (Tbilisi, Georgia)

- Owned end-to-end UX/UI design in an Agile startup environment, from product audit and problem definition to production-ready specifications and implementation support.
- Identified and prioritized usability issues through UX audits, usability reviews, and competitive analysis, focusing redesign efforts on the highest-impact payroll workflows.
- Redesigned responsive web and mobile experiences, improving information architecture, navigation, and user flows for more efficient payroll management.
- Built a scalable design system, high-fidelity UI mockups, and interactive Figma prototypes, improving consistency and accelerating design iterations across the team.

UX/UI Designer

January 2023 — February 2024 (Full time, Remote)

[Metacade](#) (United Kingdom) | Community-driven Web3 gaming ecosystem.

- Owned UX/UI design of a modular widget, defining flows for wallet connection, network switching, and token transactions and iterating the purchase experience to reduce friction and improve conversion.
- Designed mobile-first, responsive landing pages and websites for product launches, creating high-fidelity UI and scalable UI kits across multiple screen sizes.
- Conducted UX research and usability analysis across existing digital products, identifying friction points and translating findings into iterative improvements to key user flows.
- Partnered with remote product managers and engineers in an Agile environment, conducting design reviews and QA throughout implementation to resolve interface inconsistencies and maintain design accuracy across product releases.

UX/UI Designer

January 2021 — December 2022 (Full time)

***What To Do Consulting** (Moscow) | Legal technology and business consulting company serving **15,000+** organizations*

- Led end-to-end design of responsive websites and landing pages, from requirements and user flows to final UI and implementation QA, improving usability, accessibility, and consistency across devices.
- Designed an internal gamified web application that improved employee engagement and supported significant sales growth.
- Mentored and onboarded junior designers, providing guidance on design tools, workflows, design systems, and best practices.

Skills

- **Languages:** English (professional working communication, B1), Russian (native)
- **Product design & UX:** Designing intuitive, accessible, and user-centered experiences for web and mobile products. End-to-end product design from concept and ideation to delivery, iteration, and implementation. User-centered design, User Research, User flows, Customer Journey Mapping (CJM), Interaction design, Wireframing, Prototyping, Usability Testing, Design thinking, Accessibility, Agile environments.
- **Design systems & Visual design:** User Interface (UI), Responsive design, Mobile-first design, Design systems, Components, Figma (variables, design tokens, variants, auto layout, interactive prototyping), Visual design, Typography, Composition, Visual hierarchy, Illustration, 2D illustrations, 3D Design, Adobe Creative Suite (Photoshop, Illustrator), Cinema 4D, Miro, AI-assisted design, HTML/CSS fundamentals.
- **Product & Business:** Product thinking, Cross-functional collaboration, Developer collaboration, Conversion rate optimization (CRO).
- **Soft Skills:** Presentation skills, Problem solving, Project ownership.

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