

Vlad Ostapenko

UI/UX Product Designer — Mobile Apps & SaaS Platforms

Kharkiv, Ukraine · Available for full-time remote roles | vlad.ost92@gmail.com | +380 98 932 59 16
Portfolio vladost.space **Dribbble** dribbble.com/Ladislao **LinkedIn** linkedin.com/in/vlad-ostapenko-218045151

PROFILE

UI/UX and product designer with nearly 6 years of agency experience designing mobile apps and web platforms for startups in B2B SaaS, proptech, sports tech, e-commerce, and social products. Sole designer on 20+ client products, including products of 100–200 screens: owns the full cycle from competitor research, user flows, and information architecture to high-fidelity UI, edge cases, prototypes, and design systems. Works directly with clients, presents and defends design decisions, and turns data-heavy, feature-rich scope into clear interfaces.

SKILLS

Product & UX Mobile App Design (iOS / Android) · Web Applications · SaaS · Competitor Analysis · Information Architecture · User Flows · Wireframing · Edge Cases & UI States · Prototyping · Interaction Design · Redesign

UI & Systems Design Systems · UI Kits · Data-Heavy Interfaces & Dashboards · Landing Pages

Collaboration Client Communication · Design Presentations · Design Review

Tools Figma (Auto Layout, Components, Variables, Prototyping) · FigJam · Miro · Figma AI / Figma Make · ChatGPT · Claude · Midjourney

EXPERIENCE

TheRoom Design Boutique Kharkiv, Ukraine · design agency for international startups Jan 2021 – Oct 2026
UI/UX Designer

- Owned UX and UI for 20+ mobile and web products — new 0→1 products and redesigns of existing ones — from requirements to delivery, as the sole designer, with the Art Director reviewing key decisions.
- Worked directly with clients: clarified scope, presented concepts, and defended design decisions; returning clients brought new phases and features after release.
- Started each product with competitor and market analysis, then mapped user flows, IA, and wireframes before high-fidelity UI.
- Designed edge cases and UI states (errors, empty states, loading) across user flows to make products ready for development.
- Built product-specific design systems and UI kits (components, Auto Layout, variables) to keep 100–200-screen products consistent.
- Designed marketing landing pages for client products to support launches and user acquisition.
- Reviewed and guided another designer’s work for two months: gave feedback, explained decisions, and presented the final work to the client.

SELECTED PROJECTS

ShareLock · real estate investment app, proptech startup 2025 – 2026

- Designed the full product: investment discovery, property details, portfolio management, performance tracking, and selling flows.
- Made complex financial data and investment opportunities clear and easy to navigate through strong hierarchy and consistent data patterns.

Ginga · mobile + wearable app for football players 2024

- Designed the full app end to end: onboarding, wearable tracking, performance stats and analytics, progress, and social comparison.
- Turned raw sensor data into clear, motivating insights for players; the app launched on the App Store.

ViralGet · B2B SaaS web platform for influencer marketing 2022

- Designed the full web platform: influencer discovery and filtering, analytics, AI-powered insights, and campaign management.
- Unified fragmented marketing workflows into one system with smooth transitions from discovery to performance tracking.

Also ClipFlip (screen recording SaaS) · Beautopia (e-commerce, 200+ brands) · Kiddo (nanny-share matching) · Slot Guides (iGaming discovery) · Grumpeat (food discovery & loyalty) · Aromoshelf · Refera · Banter Blitz

Mi Casa Española Kharkiv, Ukraine 2016 – 2020
Spanish Teacher

- Taught individual and group Spanish classes (groups of up to 8 students), online and offline.

EDUCATION & LANGUAGES

B.A. Art History Kharkiv State Academy of Design and Arts 2022 – 2026

B.A. Language Interpretation and Translation Kharkiv University of Humanities 2009 – 2013

Courses UI/UX Design — Design Kitchen School (2021) · Graphic Design — Sochnik Design Thinking School (2022)

Languages English — Upper-Intermediate (B2) · Spanish — Intermediate (B1)