

Olena Viitovych

PROFILE

Product Designer with 3+ years of experience across FinTech, SaaS and CRM products, in both product and agency environments. I focus on complex, data-heavy interfaces — dashboards, admin tools and design systems — and ground design decisions in user and competitor research. I also build fully clickable prototypes in code, so clients and developers can test real flows in a browser instead of interpreting static screens.

EXPERIENCE

Product Designer, Quarte / InVerita

2025 — Present

- Design end-to-end product experiences for web applications, from early concept through developer handoff.
- Build fully clickable prototypes in code using Claude Code, so clients can test real flows themselves in a browser instead of reviewing static screens — a clear advantage in client presentations that removed ambiguity from feedback.
- Participate in estimation and sprint planning to improve scope accuracy.
- Work closely with developers through implementation, shortening handoff and speeding up feature delivery.

Product Designer, Qubstudio

2024 — 2025

- Ran user and competitor research to validate design decisions before development.
- Designed dashboards and data-heavy interfaces, and built design systems that kept products consistent as they scaled.
- Created 3D illustrations and motion assets used for product storytelling.

Product Designer, Efficacy

2023 — 2024

- Designed SaaS and FinTech interfaces, improving usability and product clarity.
- Built and maintained UI kits supporting consistency across multiple products.
- Worked with cross-functional teams to ship product features end to end.

EDUCATION

Lviv National Academy of Arts

2020 — 2024

BA, Graphic Design

Varto School

2024

UX/UI Game Design

Projector Institute

2025

UX Design (Middle)

LANGUAGES

English: B2 (Upper-Intermediate) | Ukrainian: Native

SKILLS

UX Research | Wireframing | Prototyping | User Testing | Design Systems
Interaction Design | Responsive Design | AI-Assisted Prototyping | Motion Design
3D Design | Illustration | Graphic Design | HTML/CSS

TOOLS

Figma | Claude Code | Cursor | Blender | Spline
After Effects | Illustrator | Photoshop