



# Fedor Andryushin

Senior Product Designer

Hamburg, Germany

EU Blue Card, no sponsorship needed

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Senior product designer with 6 years of shipping web and mobile products end-to-end, from discovery and user research to launch. I work in cross-functional teams with engineering and product, build design systems and prototype in code with AI, so ideas reach real users in days, not weeks.

## EXPERIENCE

### Oxolo Senior Product Designer

Oct 2025 – Present · Hamburg

- Led product design end-to-end for an AI voice-documentation platform: web, iOS/Android and tablet.
- Took the product from zero after the April 2026 pivot: site reports take 5 minutes instead of 2 hours, and first customers signed while it was still a prototype.
- Designed a feature that, while still in beta, helped close two deals.
- Designed the field app: mobile went from 21% to 58% of all reports in 4 months; monthly users grew 8x.
- Cut rage clicks by 59% by reworking key flows across web and mobile.
- Built the Oxolo design system (164 tokens) and designed 380+ screens with every state.
- Set up an AI workflow with Figma MCP and Claude, so designs turn into coded prototypes.

### Formary UX/UI Designer

May 2024 – Oct 2025 · Stuttgart

- Sole designer of a B2B configurator for custom thermoformed parts: research, UX audit, IA, UI, design system and handoff.
- Cut task time by 35% and errors from 3.1 to 1.7 per session by restructuring the ordering flow.
- Built a component-based design system with variables and variants to speed up prototyping and handoff.
- Raised ease-of-use to 8.5/10 through usability testing and iteration.

### Higher School of Economics UX/UI Designer

Jan 2023 – Apr 2024 · Moscow

- Designed a reading game for children with dyslexia together with 40+ linguists and neuroscientists.
- Applied accessibility and cognitive design principles to readability, navigation and engagement.
- Tested prototypes with children and educators; after testing, children completed tasks 52% faster.

### Watt Production UX/UI Designer, part-time

Jul 2023 – Dec 2023 · Moscow

- Designed UI for the largest interactive exhibits at the "Russia" Expo at VDNH, with 18M+ visitors.
- Raised return interactions by 36% by refining visual hierarchy and clarifying interactive elements.
- Worked with 3D and motion teams to bring UI into immersive large-format installations.

### Freelance Product & Web Designer

2021 – 2023 · Remote

- End-to-end design for clients across industries: 2 mobile apps, 5 websites and 2 landing pages.
- Raised client conversion by 22% on average; cut approval cycles by 30% with clearer wireframes and flows.

### Park Production UX/UI Designer

Feb 2021 – Dec 2021 · Moscow

- Designed and coded the studio website in HTML, CSS and JavaScript, without frameworks.
- Time on site +79%, traffic 2.7x, homepage bounce rate -42%.

### Fluffy Fluffy Brand & Web Designer

May 2020 – Sep 2023 · Moscow

- Built the brand (logo, visual language, packaging and guidelines) for a dessert chain that grew to 16 locations.
- Grew Instagram from 1.2K to 40K with motion ads and reels; led the design team during expansion.

SKILLS

|               |                                                                                                                                                                                                                                                |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Product       | Product discovery · User research (qualitative & quantitative) · Usability testing · UX audits · Competitive analysis · Product analytics & A/B tests · User journeys & flows · Information architecture · B2B SaaS · Consumer apps            |
| Design        | UI & visual design · Interaction design · Web & mobile product design · iOS & Android guidelines · Design systems & design tokens · Wireframing & prototyping · Responsive design · Accessibility (WCAG) · UX writing · Branding               |
| AI            | Designing AI & LLM features · Voice UI · AI-assisted prototyping in code · Figma MCP + Claude · Cursor · ChatGPT, Codex · Working with AI agents                                                                                               |
| Collaboration | Cross-functional work with engineering and product · Stakeholder management · Workshop facilitation · Presenting and defending design decisions · Mentoring designers · Leading small design teams · Conflict mitigation · Visual storytelling |
| Code          | Front-end fundamentals: HTML, CSS, JavaScript, React · Three.js, p5.js                                                                                                                                                                         |
| 3D & motion   | After Effects · Lottie · Hype · Spline · Blender · Unreal Engine 5                                                                                                                                                                             |
| Tools         | Figma (components, variables, auto layout) · FigJam · Storybook · PostHog · Maze · Webflow · Framer · Jira · Notion · Miro · Slack · Illustrator, Photoshop · Midjourney, Runway                                                               |

EDUCATION

|                      |                        |                                       |
|----------------------|------------------------|---------------------------------------|
| M.A. Expanded Media  | Hochschule Darmstadt   | Grade 1.4 (German scale, 1.0 is best) |
| B.Sc. Digital Design | HSE University, Moscow | Grade 1.7 (converted to German scale) |

LANGUAGES

English: C1 (IELTS 7.5) · German: B2 (C1 in progress) · Russian: native