EVGENIIA VIALKOVA
Product Designer
Moscow, Russia · Open to remote work and relocation
+7 912 299 59 19
evgeniia.vialkova@gmail.com

LinkedIn www.linkedin.com/in/evgeniia-vialkova
Portfolio https://evgeniia-vialkova.com
Behance https://www.behance.net/evgeniia-vialkova

SUMMARY

Product Designer with 15+ years in design, including 8 years in web and digital products (e-commerce, HR tech, B2B, B2C). Specializing in dashboards, admin tools and design systems. Experienced as a sole designer from requirements to developer handoff. AI-assisted workflow. Founder of **Tarotome**, an iOS app built in 5 days with an AI agent.

SKILLS

Product design: problem framing, user flows, information architecture, wireframing, prototyping
UI and craft: responsive design, typography, grids, spacing systems, data tables
Design systems: 0→1 component libraries, variables and tokens, variants, documentation
AI-assisted development: specs for AI agents, review, device testing

TOOLS

Design: Figma, Photoshop, Illustrator
AI: Lovable, Cursor, Claude, ChatGPT, Perplexity
Other: Jira, Xcode, Cloudflare

LANGUAGES

Russian Native
English Upper-Intermediate (B2+)

EXPERIENCE

Nov 2026 – Present (concurrent)
Founder & Product Designer — Tarotome (own iOS app)

- Took a native iOS app for learning tarot from idea to a publish-ready MVP in 5 days by directing an AI coding agent (Claude): specs, iteration review, on-device testing.
- Analysed user pain points in competitor apps; defined the MVP and a monetization plan (free version, then Pro).
- Designed 20+ screens in 5 sections following Apple Human Interface Guidelines, Liquid Glass (iOS 26): light and dark themes, 3 app icon options, custom sounds and haptics.
- Symbol dictionary: 193 symbols with descriptions, 395 interactive hotspots on 78 cards; card of the day, “Find the symbol” game; RU / EN with in-app switching.
- Prepared the launch: name research and validation, logo, Xcode builds, domain, privacy policy site, email on own domain, Instagram.

Oct 2023 – Present
UX/UI Designer (product design scope) — LUKOIL (large energy company)

- Designed a CRM-HR system as a mobile-first PWA: user-flow analysis, information architecture, wireframes, interactive prototypes, responsive layouts for 5 breakpoints (360–1920 px).
- Built a design system from scratch: Figma component library with variables and tokens, dark mode, auto layout, constraints and variants, plus specifications for developers.
- Designed an admin panel (11 sections) for managing content, news and settings of a B2C app, including complex data tables and filtering.
- Worked with developers, QA engineers and product managers from requirements to release; presented design decisions and iterated through regular reviews.
- Used AI tools to generate realistic interface content,

HOW I WORK

Systems thinking: Design components and their states with the entire product system in mind, ensuring consistency and scalability across user scenarios.
Ownership: I take features from requirements to developer handoff and follow them through release.
Pragmatic with AI: I use AI to prototype and research faster, and keep only what improves the result.

SELECTED PROJECTS

Tarotome, own iOS app: idea to a publish-ready MVP in 5 days with an AI coding agent; 20+ screens, dictionary of 193 symbols.
From web app to mobile-first PWA: HR dashboard, 15 role-based sections, 5 breakpoints, component library from scratch.
View case study →
Admin panel for a B2C app: 11 sections, data tables and complex filtering.
View case study →

EDUCATION

2009
Bachelor's degree, Industrial Design — Ural State University of Architecture and Art (USUAA)

COURSES

2025–2026
Vibe coding and prompt engineering — mentorship program, Sergei Gurov
2024
Minimal Web (intensive), Sergei Gurov
2020–2023
Composition and grid design intensives — Bang Bang Education

write error messages and microcopy, and validate UX patterns and flows.

Oct 2018 – Oct 2023
Web UX/UI Designer — MERLION

- Designed landing pages and responsive websites; improved components of large-scale e-commerce interfaces.
- Created and maintained design guidelines and scalable Figma components for e-commerce products.
- Designed custom icon sets (2D, line-based, system icons).
- Produced marketing visuals: static and animated banners, social media graphics, email newsletters, presentations.
- Developed brand books and style guidelines; extended existing brand systems.

Mar 2012 – Apr 2018
Designer and Advertising Manager — Beauty salon chain

- Designed web banners, animated banners, social media graphics and logos; developed advertising layouts and printed materials.
- Coordinated print houses and advertising agencies across several cities.

Jan 2012 – Apr 2018 (concurrent)
Freelance Designer

- Menus, wedding stationery and packaging design for restaurants, cafes and private clients.

Earlier experience (2009–2012)
Designer

- Print and brand design for small businesses and private clients, including a business card production service (freelance and in-house).