

Vladislav Dostavalov



Visionary product design leader with over 14 years of diverse experience in fintech, UX/UI, arts, creative producing, and game development totally. Proven track record in building and leading design teams, developing comprehensive design systems, and driving innovative product solutions.

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[LinkedIn](#) [Telegram](#)

Skills

Hard Skills:

Figma, Adobe XD, Sketch
Jira, Confluence
UX Research & Strategy
Design System Architecture
Prototyping (Protopie, Adobe Creative Suite)
3D Design (Blender)
Neural Networks (StableDiffusion, Midjourney)
HTML, CSS, Basic Python & JavaScript

Soft Skills:

Leadership & Team Management
Agile & Scrum Methodology
Business-User Balance
High Motivation & Stress Resistance

Education

Westminster University

Bachelor of Science, 2015 | Computer Science

Educational programme:

Software Development, Object-Oriented Programming, Information Systems Management, Database Systems Development, Network Operations

Graduate work:

AR mobile game developed with Unity engine.

British Council

Professional Training, 2019 | Creative Producers Programme

Educational programme:

Communication, coaching, listening, budgeting and scheduling, venue planning, risk assessment, pitching, fundraising

Achievements:

- was selected to be one of 6 participants who went to the UK to attend Manchester International Festival and Supersonic Festival and gain real life experience in organization of advanced cultural events
- successfully pitched WeCosmos festival concept to the jury and received highest score among the cohort
- received grant from British Council for WeCosmos festival project realization

Professional Experience

Anorbank

Senior Product Designer | April 2023 – Present

Developed a comprehensive **Design System**.
Conducted UX researches to inform strategies.
Led app products from concept to release.

Achievements:

Got promoted within six months.
Completed Product Management course by Tinkoff Bank leading Product Manager (Alex Karpin).
Consistently achieved KPI targets.
Developed custom Figma plugins that dramatically reduced design delivery times.
Planned and executed app redesigns, presenting to C-level executives.

moc creative

Creative Producer / Art Director | September 2019 – May 2023

Founded and directed WeCosmos festival.
Managed Mixed Art Hackathon.
Directed moc fest and Stihia festival.
Developed commercial and immersive projects.

.ART

UX/UI Designer | November 2017 – December 2021

Developed UI/UX for digital services.
Created extensive UI kit.
Collaborated with international partners.

SAB Games

Art Director, UX/UI Designer | December 2015 – November 2017

Directed design for mobile games and apps.
Managed a team of illustrators.
Organized Central Asia's first gaming hackathon.

Additional Experience

Goethe Institut Art Director and VR Developer | July 2020 – November 2020

Developed interactive VR theater performance.

WCH Web UI Designer | November 2014 – November 2015

Designed EHR app interfaces and marketing materials.

Genesis Art Director | June 2014 – October 2014

Led design initiatives for a marketing start-up.

Sky7 Web Designer | June 2013 – September 2013

Created web designs for a Brooklyn-based studio.

Additional Information

Strategically executed app redesigns, conducted competitor analysis, and developed new features.
Collaborated with front-end developers, product managers, QA, and marketing teams to ensure cohesive product development.
Mentored the design team by conducting weekly brainstorming and design reviews.
Positively impacted user engagement metrics by increasing average session duration from 3 to 4.5 minutes.
Helped reducing design delivery times by ~37.5%.
Effectively presented and defended design concepts to C-level executives.