

Kirill Gurianov

Product Designer & Design System Engineer

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Summary

Product Designer with 7+ years of experience designing end-to-end experiences across mobile and web, and leading design systems for complex, data-heavy B2B/B2G Web and B2C iOS/Android products. Proven track record in usability testing, legacy system audits, and accelerating product team velocity — including leading a design system for a company with 40+ products. Over the past 1.5 years, developed full-stack skills and built solo products from concept to first users.

Experience

Entrepreneur / Product Designer & Engineer

Wande.app & TheUICodex.org | Sep 2024 - Present

- Single-handedly designed, developed, and launched products from initial concept to production-ready code and first users.
- Integrated AI tools into the design workflow, increasing iteration speed and reducing time from concept to interactive prototype.
- Developed a React-based prototyping approach that helps UX/UI designers with no coding background create interactive, production-realistic prototypes faster.

Lead Product Designer - Design Systems

Megapolis-IT | Aug 2022 - Sep 2024

- Designed and maintained a design system for an urban infrastructure company with 40+ products.
- Audited legacy libraries, removed duplicates, and improved system structure using Figma Variables, design tokens, Auto Layout, and Variants.
- Migrated 6 flagship products to the new design system over two years, increasing design team productivity by 4x with no drop in engineering velocity.
- Defined foundational UI rules and wrote usage guidelines for designers and developers to improve consistency, accessibility, and system adoption.

Senior Product Designer

Megapolis-IT | May 2020 - Aug 2022

- Led the product design for complex, data-heavy B2B/B2G platforms from initial concept to becoming the company's most valuable flagship assets.
- Pioneered core interaction models that reshaped the daily workflows of city traffic engineers.
- Designed systems whose output became the foundation for cutting-edge products from top tech innovators, including serving as the core street data source for Yandex Navigator.

UX/UI Designer

TheBestApp | Oct 2018 - May 2020

- Designed 10+ B2C native mobile applications for iOS and Android, including an e-commerce retail platform, a scooter-sharing service, and a real estate classified app.
- Created a corporate mobile application for an international metallurgical company (NLMK).
- Mentored by industry-leading Product Owners (creators of SberBank Online), gaining deep, practical expertise in world-class agile product execution and high-performing team management.
- Conducted lightweight usability testing and user interviews with focus groups to validate prototypes and proactively resolve usability issues prior to development.
- Built and maintained scalable UI kits for iOS and Android, ensuring strict cross-platform visual consistency and accelerating post-MVP feature development.

Education

- **Bachelor's Degree in Architecture** - Nizhny Novgorod State University of Architecture and Civil Engineering (NNGASU) | 2013 - 2018
- **Architecture Internship (1 year)** - Ecole Nationale Supérieure d'Architecture de Grenoble (ENSAG), France | 2017

Core Skills

- **Product Design:** User Flows, Wireframing, UX Research, Usability Testing, Mobile (iOS/Android) and Web UI, Accessibility (WCAG)
- **Design Systems:** Design Tokens, Variables, Component Properties, Auditing, Documentation, Cross-team Governance
- **Tools & Tech:** Figma, Adobe Photoshop, Adobe Illustrator, Miro, Cursor, OpenCode, HTML, CSS, React, Next.js, Storybook.js, Tailwind CSS, shadcn/ui, Convex, Supabase.

Languages

- **Russian:** Native
- **English:** Intermediate (B1) - advanced technical reading/writing, intermediate spoken