

Bis Olga

Senior UX/UI Designer | 5+ years of experience | Web & Mobile Product Design | Health Tech, SaaS, Travel, Fintech, B2B/B2C | 2D & 3D Graphics | AI-assisted Design

Skills & Expertise

- **UX/UI Design & User-Centered Design:** Designing intuitive, accessible, and user-centered interfaces for web and mobile products.
- **Product Design Thinking:** Strong UX thinking, problem-solving, and user-focused decision-making.
- **Figma (Advanced):** Components, variants, variables, auto layout, and interactive prototyping for scalable design systems.
- **Design Tools:** Adobe Creative Suite (Photoshop, Illustrator).
- **Visual & Graphic Design:** Expertise in typography, layout, composition, color, and visual hierarchy. Creating UI graphics, banners, icons, infographics, dashboards, and 2D/3D visuals.
- **3D Design:** Creating 3D assets and visuals using Cinema 4D.
- **AI-assisted Design:** Using AI tools to generate and refine visuals, improving design speed and efficiency.
- **Design Systems:** Building, maintaining, and scaling design systems for consistency across products.
- **Wireframing & Prototyping:** Creating wireframes, user flows, and interactive prototypes to validate UX solutions. End-to-End Product Design: From concept and ideation to delivery, iteration, and implementation.
- **Cross-Functional Collaboration:** Working closely with product managers and developers; understanding of HTML, CSS, and JavaScript fundamentals.
- **Responsive & Adaptive Design:** Ensuring consistency across devices, screen sizes, and platforms.
- **Team Collaboration:** Experience working in remote and cross-functional teams.
- **Time Management:** Task estimation, prioritization, meeting deadlines, and independent problem-solving.

Languages:

- English (B1)
- Russian (native)

I'm living in Belgrade, Serbia

Get in touch:

- Telegram: [shuniyata](#)
- Email: olgabis.design@gmail.com
- LinkedIn: <https://www.linkedin.com/in/olgabis>

Portfolio

My website

Work experience

Self-employed

August 2025 — Present

Senior UX/UI Designer

Skills: UX/UI Design, Product Design, Web Design, Interaction Design, Visual Design, Digital Design, Illustration, AI-generated visuals

- Developed user interfaces for complex digital products for large-scales museums
- Created high-quality visual assets, including custom illustrations and interface graphics, ensuring brand consistency.
- Applied AI tools to generate and refine visual content (graphics, illustrations), improving design efficiency and production speed.
- Collaborated with cross-functional teams (product managers, developers) to deliver user-centered solutions.

pinkman

Leading digital design studio

May 2024 — June 2025 (Full time. Remotely from Serbia, Belgrade)

Senior UX/UI Designer | Web Designer

Skills: UX/UI Design, Product Design, Web Design, Mobile App Design, Interaction Design, Design Systems, Responsive Design, Mobile-First Design, User-Centered Design, Competitive Analysis, Visual Design, 2D & 3D Illustration

1. Web & Mobile Product Design for Enterprise Clients (NDA)

Clients:

- **Sila Sveta** (Art and technologies)
- **Samolet** (Real Estate)
- **VTB Bank** (Fintech)
- **Fun&Sun** (Travel)
- **OTP Bank** (Fintech)

Role: Senior Web & UX/UI Designer

- Designed and improved **responsive web platforms** and **mobile applications** using **mobile-first** and **user-centered design principles**.
- Led and contributed to **product page redesigns** across **desktop and mobile**, improving usability and user engagement.
- Worked within **design systems**, creating and documenting **scalable, reusable UI components**.
- Conducted **competitive analysis and UX benchmarking** of mobile applications to identify product improvement opportunities.
- Collaborated with **cross-functional teams** (product managers, developers) to deliver consistent and high-quality design solutions.
- Created **high-quality 3D illustrations and visual assets** for a mobile banking application.
- Collaborated with product and development teams to **integrate visuals into the user interface**.
- Ensured **visual consistency** and alignment with product design guidelines.

2. UX/UI Design for Interactive Museum Installations (NDA)

Client: Sila Sveta (Art and technologies)

Role: Senior UX/UI Designer

- Designed user interfaces for **10 interactive installations**, delivering **100+ wireframes** and **160+ high-fidelity UI mockups**.
- Developed **user flows, interaction logic**, and interaction scenarios based on complex technical requirements and visitor journeys.
- Delivered **end-to-end design solutions**, from concept to final UI, ensuring **usability, accessibility, and visual consistency**.
- Created custom **2D illustrations and interface graphics** to support immersive and engaging user experiences.

SaaS software (Tbilisi, Georgia)

September 2023 — March 2024 (part time)

Product: SaaS platform for cryptocurrency payroll automation (NDA)

Role: Senior UX/UI Designer

- Led **end-to-end UX/UI design**, including analysis of development builds, identification of usability issues, and delivery of **detailed design specifications** for engineering teams.
- Conducted **UX audits, usability analysis, and design reviews**, ensuring alignment with **business goals** and improving overall product usability.
- Designed and optimized **responsive user interfaces** for **web and mobile platforms**, enhancing clarity, usability, and user interaction.
- Performed **competitive analysis** and **market research** to benchmark features, improve user flows, and align the product with industry standards.
- Created **high-fidelity UI mockups, scalable design systems, and interactive prototypes** in Figma to support product development and stakeholder alignment.
- Collaborated with cross-functional teams (product managers, developers) to deliver consistent and user-centered product solutions.

Sorcery (UK — Poland)

January 2023 — February 2024. (full time)

Role: UX/UI Designer (Remote, Distributed Team)

- Designed **landing pages** and **responsive websites** for product launches, creating **high-fidelity UI mockups** across multiple screen sizes and maintaining **scalable UI kits**.
- Maintained and enhanced **existing digital products**, ensuring consistency with **brand guidelines** and **design systems**.
- Contributed to **end-to-end product design**, from concept to release, collaborating with **cross-functional teams** (product managers, developers).
- Conducted **design reviews** and **QA support**, ensuring accurate implementation in collaboration with engineering teams; working knowledge of **HTML, CSS, and JavaScript fundamentals**.
- Designed a **modular Web3 product (embeddable widget)** supporting multiple user scenarios (wallet connection, network switching, token transactions), contributing to increased **user conversion rates**.
- Conducted **UX research, usability analysis, and iterative design improvements**, reduced **drop-off rate** in token purchase flow from 70% to 30% through UX improvements.
- Collaborated in a **fully remote, international environment**, communicating daily in English with distributed teams.

Business Consulting Firm

January 2021 — December 2022 (Full time. Russia, Moscow)

Company: Digital Legal Services (B2B & B2C)

Role: UX/UI Designer

- Designed and delivered **responsive websites** and **landing pages**, ensuring optimal performance across devices and screen sizes.
- Led **end-to-end website design**, focusing on usability, accessibility, and brand consistency.
- Collaborated with **cross-functional teams** (developers, product stakeholders) to ensure **accurate implementation and design quality (QA)**.
- Created **marketing and visual assets**, including banners and promotional materials to support product growth and campaigns.
- Designed and developed an internal **gamified web application, increasing sales by 150%** through improved employee engagement
- Mentored and **onboarded junior designers**, providing guidance on design tools, systems, and best practices.

About me

Design is more than my profession — it's a big part of who I am. I love diving into details, understanding the full context, and shaping solutions that feel thoughtful, clear, and effective. I blend UX thinking and human-centered design to create experiences that are both functional and aesthetic. I'm inspired by nature, urban spaces, and technology.

Get in touch

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