

Ksyusha Polyakova

Product & UX/UI Designer · Mobile & Web

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[Portfolio](#) · [LinkedIn](#) · [Behance](#)

Product designer with 2 years of experience creating mobile flows, high-fidelity interfaces, reusable UI components and responsive websites. Comfortable taking work from problem framing and wireframes through prototyping, design systems and developer handoff.

EXPERIENCE

VA Designs · Contract UX/UI Designer

March 2025 — July 2026

- Designed flows, high-fidelity screens and UI components for mobile digital products in a design-studio team.
- Created interfaces for an AI fashion application and a mental-health support product.
- Designed responsive landing pages and product screens, collaborating through feedback and handoff.

Freelance · UX/UI & Web Designer

May 2024 — August 2025

- Designed mobile and web experiences across logistics, education, sport, healthcare and e-commerce.
- Designed and built the Mario Moving Logistics website in Webflow and a parkour school website in Tilda.
- Created the Dayblum mobile interface and three end-to-end UX/UI case studies.

TownSend · UX/UI Design Intern

December 2023 — April 2024

- Contributed to the dashboard and landing page for a chatbot-building platform.

CORE SKILLS

User flows · Wireframes · Prototyping ·
High-fidelity UI · Responsive design ·
Design systems · Developer handoff

TOOLS

Figma · Components · Variants · Auto
layout · After Effects · Photoshop ·
Webflow · Tilda

SELECTED WORK

Litara

Research, product structure and mobile
reading experience.

Albie

Album-first social product redesign and
reusable UI system.

EDUCATION

Uprock

UX/UI Design · 2024–2025

TeachMeSkills

UX/UI Design · 2023

BSEU

Translation & Interpreting · 2015–2019

LANGUAGES

English B2 · Russian · Belarusian ·
Chinese HSK 3