



Anna Krytovych

Product design, UI/UX, Responsive design

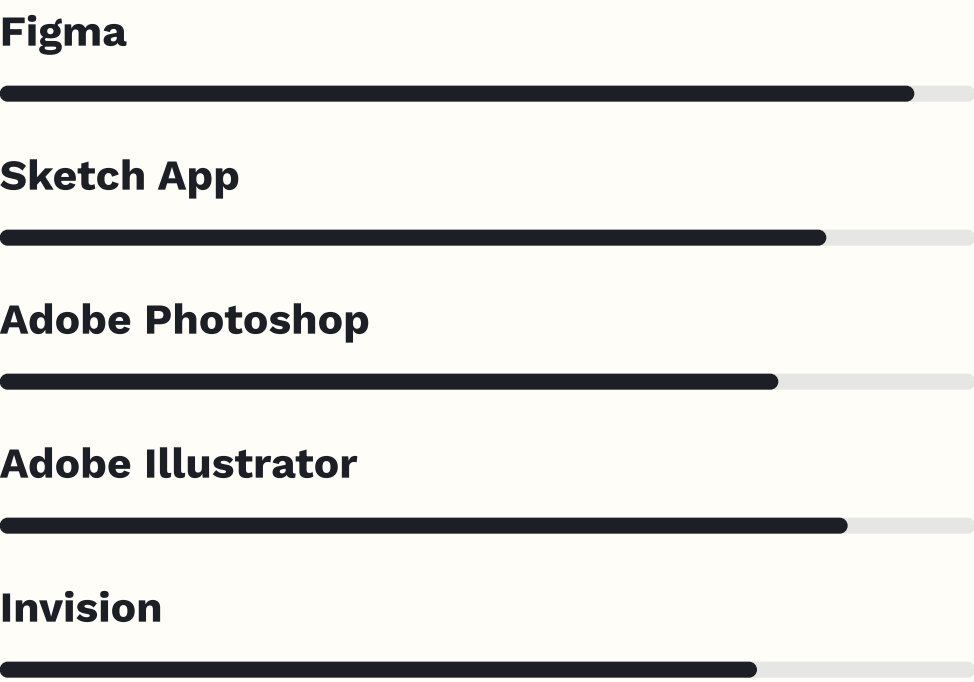
About me

I am a Senior Product UI/UX Designer with **over 7 years of experience**, including **4 years in Product companies**. My work is rooted in responsive web design and design thinking, with a focus on creating clear, user-friendly digital experiences.

Throughout my career, I've worked as a Product Designer in startups, an in-house designer, a mobile app designer, and also led teams as a Design Team Manager. I've collaborated with design studios and IT companies, which gave me a broad perspective across different workflows and industries.

My core expertise is UI/UX design: prototyping, interface design, building interactive prototypes, designing UI kits, working through all element states, and delivering mockups optimized for multiple devices. I also design mobile applications and have basic knowledge of HTML/CSS, which helps streamline collaboration with developers.

Skills



Hobbies

- Filmmaking 🎬
- Yoga 🧘
- Travelling 🌍
- Reading 📖
- Blogging 🖋️
- Singing 🎤
- Nature 🌿
- Playing piano 🎹
- Meeting people 👥

Links

My portfolio [Dribble](#) [Linkdin](#) [Instagram](#)

Work history

Product designer at Velory, Stokholm

Feb 2022 — Jun 2025

Working as Product designer in Swedish SaaS startup. Among other responsibilities I defined and shaped a new product design direction for Velory together with the team; conducted user interviews and brought insights directly into the design process; implemented a new Design System to support a consistent and scalable UI; Worked on internal design guidelines to improve collaboration with developers and streamline our workflows.

Product designer at Mutate, Stokholm

Jun 2021 — Feb 2022

Working as a product designer in gaming start-up. Main responsibilities included: redesigning the launcher part interface of the Mutate platform, designing some tools for game creation, idea generation, working in a team, creating user journey maps, organizing and creating a system for the design components, setting up design guidelines, writing design documentation.

UI/UX designer at Faze Clan

May 2021 — Nov 2021

My position included interface design, website design, system design support for the Faze clan.

My responsibilities included both for UI and UX parts.

Among other things in this position, I redesigned the functionality of the multi-page user's personal account to make it easier to view orders, edit or change personal information.

UI/UX designer and Team manager at CUP&CINO

May 2020 — Jul 2021

My initial responsibilities in the company consisted of designing websites, landing pages for various subdivisions of the company, designing presentations, business cards, brochures, and other print products.

Overall, this included creating a uniquely recognizable visual identity for the company.

I later grew to the manager of the design team. To my responsibilities added management and quality control of design and development.

UI/UX Designer at Komanda, Kyiv

Aug 2019 — March 2020

I worked as a UI/UX Designer for Ukrainian web design studio Komanda. I designed corporate websites, mobile apps, landing pages.

Here's the show-reel of 2021 Komanda websites, most of which I designed/participated in.

[Link to the showreel](#)

Languages

Ukrainian

English

Education and Courses

Product design at Projector Institute

Dec 2022 — Apr 2025

Comprehensive advanced course on Product design. Including discovery, conducting interviews generating product hypothesis, validating, building Customer Journey Maps, and so much more.

Graphic design Advanced at Kyiv Academy of Media Arts

Sep 2018 — Dec 2019

Completed an Advanced graphic design course in Kyiv Academy of Media Arts to improve my visual skills, taste and know more about the basics of the graphic design and art in the world.

Law at Taras Shevchenko National University of Kyiv

Sep 2016 — Jan 2019

This part of my education may not be connected to my current work, but law school grafts lots of discipline and dedication to what you do. However, at the 3 course I decided not to go any further and quit.

Work history

UI/UX designer at TMM Technology, Stockholm

Aug 2018 — August 2019

Worked as a designer for a couple of products within a company, Designed visuals and maintained apps, websites, web apps. Maintained design system, worked closely with the development team.

UI/UX designer at EpiDex London

May 2020 — Aug 2021

Worked on an outsource project, medical self-diagnosing app EpiDX. My responsibilities included mapping user journey, designing low-fidelity prototypes, designing UI visual style of the app, communicating with developers etc

Freelance UI/UX designer at Upwork

Aug 2018 — Aug 2020

Worked as a freelance UI/UX Designer on Upwork for over 2 years, creating user-friendly designs for corporate websites, e-commerce platforms, SaaS products, landing pages, and mobile applications. Collaborated directly with clients worldwide to translate business goals into effective digital experiences.