

Yuliya Shalamitskaya

shalamitskaya.com

650. 995. 2218

sholomau@gmail.com

Hi, I'm a designer with **10 years** of experience, including 4 years in product design, 2 years in visual design, and 4 years in graphic design and branding. I'm skilled in creating user-centered solutions with a passion for product design, user research, design systems, and prototyping. I am self-motivated, collaborative, and dedicated to delivering well-crafted, user-focused designs that solve real problems.

SKILLS	User-Centered Design	Visual Design
	Design Thinking	Interaction Design
	UX Fundamentals	Design System
	User Research	Collaboration
	Prototyping	Product Strategy
TOOLS	Figma	Adobe CS
	FigJam	Lottie
EDUCATION	Bachelor in Design Belarusian State University Minsk, Belarus, 2007-2012	
	Visual Design for UX School of Visual Concepts Seattle, WA, 2018	
	Design and Visual Communications British Higher School Art & Design Moscow, Russia, 2015	
	Branding British Higher School Art & Design Moscow, Russia, 2014	

Sr. Product Designer Tinybeans

United States · Dec 2022 – Sep 2024

- Led the design and optimization of app features for iOS and Android, including the home feed, emoji functionality, uploading performance, subscription model, and user education.
- Developed a subscription gifting ecosystem, covering purchase and redemption flows.
- Contributed to mobile/desktop redesigns and design system development.
- Conducted research and collaborated with PMs, engineers, and QA throughout design and launch.

Product Designer Microsoft

Seattle, WA · Feb 2019 – Jun 2022 (contract)

- Microsoft Start Autos: Designed the listing detail page, image gallery, 360-view, page navigation, and price insights. Worked with engineers, supported QA, and assisted with the launch.
- Microsoft Edge Shopping: Led the UX/UI redesign of the MVP to enable new feature integration and product growth, including concept development, user research, design system contribution.

Visual Designer Eargo

Mountain View, CA · March 2017 – June 2018

- Developed a visual brand that communicated product value, high-end technologies, and aligned with the premium price point.
- Redesigned the corporate website, enabling scalability for future launches.
- Produced wireframes for a next-generation mobile app (iOS and Android), provided specs for developers, participated in usability testing.

Brand Designer Wargaming

Minsk, Belarus · March 2013 – June 2017

- Designed Photoshop template that accelerated the design process by factor of 16.
- Branded 5 game events and tournaments, including high resolution illustrations, logos, landing pages, infographics, and packaging.