

Eugene Solomatin

Product designer · in design since 2022

Vienna, Austria · CET/CEST · open to roles in Europe

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PROFILE

Product designer, in design since 2022. I build design systems and interfaces for B2B products: responsive web and mobile apps, from user research and prototypes to developer handoff. When a studio builds my layouts, I review the build and write each issue as a card. I have run research with people on two projects: a survey of 63 people and a prototype test on TON Walk, and a usability test with 22 people for a real estate agency.

WORK EXPERIENCE

Product designer, Mish (design studio) · August 2025 – Present · full-time

- Design systems, product interfaces and concepts for the studio's clients.

Product designer, O.dev (studio) · January 2025 – July 2025

- TON Walk, a walk-to-earn game inside Telegram where players earn TON, a cryptocurrency: the only product designer, end to end from a survey of 63 people to the design system and handoff, with a product owner, product managers, QA and developers. The MVP was released.
- An internal B2B finance platform, four months, under a lead designer: a home dashboard with widgets, the deals section in list and Gantt views, a table with 13 columns, filters, bulk actions and export, and two sign-in flows of 9 screens each with 2FA and password reset. The product is launched.

Product designer, SidePay and CoinUp (products of one employer) · May 2024 – January 2025

- CoinUp, October 2024 – January 2025, the only product designer. A mobile product with mini games and duels, the second version after the MVP: the structure of the interface, game entry and onboarding, duel cards.
- SidePay, May 2024 – October 2024. A B2B platform for project balances: roles and flows, interfaces from the customer journey map to prototypes, a design system. I led a second designer. The team worked in English.

UX/UI designer, Raduga Light (a maker of lighting equipment) · January 2024 – September 2024 · full-time

- More than ten sites and landing pages, UX research, adaptation of design systems, brand books.

UX/UI designer, a real estate agency in Saint Petersburg (contract) · May 2023 – January 2024

- A redesign of the whole website: UX research, a usability test with 22 people, the search, a UI kit.

UX/UI designer, freelance · 2022–2023

- UX concepts, prototypes and handoff for different clients.

SELECTED PROJECTS

Design system for a public-sector HR platform · 2025–2026

One of two designers

- An audit of 24 components of a ready-made library, after which the client chose to build its own system. The header with navigation and most of the basic components are mine; with the second designer I wrote usage guidelines for them. Tokens for light and dark themes and three screen widths: 604 variables and 116 component sets; on one product page 1,071 of 1,171 components match the system by name.

UXdevice, a marketplace for robots · 2026, three months

The only designer, freelance

- End to end: the UX, the UI, the design system, the logo and all graphics. 16 pages in four widths, a design system with 831 variables in three levels; after handoff, a review of the build with 36 cards and documentation for the developers. The site is live: uxdevice.ru

TON Walk, a walk-to-earn game inside Telegram · 2025, three months

The only product designer

- A survey of 63 people, a prototype test in three groups, 94 screens, 46 component sets. The interface texts are in English, and part of the work with the product team was in English.

Miningx100, an online store for mining hardware · March 2025 – 2026

The only designer, private client

- A design system with 179 variables; more than 60 screens: the catalog, comparison and request flows; six landing pages; a mining calculator in four widths; a review of the build with comments on 20 screens. The site is live: miningx100.ru

Concept for a dating service built around events · 2026

The only product designer

- 18 concept screens, a sign-in flow of 24 screens, two screens rebuilt on the host platform's design system.

SKILLS

Design: product design, UX/UI design, user flows, prototyping, responsive web, mobile apps, an app inside Telegram

Design systems: components and variants, design tokens as Figma variables, light and dark themes, usage guidelines, UI kits, adapting an existing system

Research: surveys, usability tests, prototype tests, customer journey maps

Delivery: developer handoff, design review of the build (design QA), contrast checks against WCAG AA

Domains: B2B platforms (HR, finance), e-commerce, mobile games

Tools: Figma (variables, components, prototypes), Notion. **AI tools:** Claude, which makes the base and the property names of components in Figma while I set up and check the rest; Grok.

EDUCATION

IT HUB, a private college · 2022–2025

Vocational diploma, the program “Design (by industry)”

Preparing to enter the bachelor's program in International Business Administration, WU (Vienna University of Economics and Business), Vienna; studies start in 2028.

LANGUAGES

English B2 · German B1 · Russian native