

Pavlyuchik Pavel

Senior Product Designer

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05/2025 — today

MTS, Russia, Krasnodar

I develop and maintain a design system: setting interface principles and patterns, creating user flows, CJMs, and technical specs, conducting design reviews, and ensuring visual and functional consistency across products and teams.

Languages

Russian (native)

English (b2)

Skills

Product Design

UI/UX Design

Interface Design

UX Research

Agile Practices

Design Management

06/2020 — 05/2025

Icons8, Wilmington, USA

Lunacy — AI-powered Windows editor (Sketch alternative):
Turned a .sketch viewer into a full-featured Figma competitor, designing AI features, optimizing the UI, growing the community, and contributing to AI content tools.

09/2016 — 02/2020

PR-Volga, Russia, Volgograd

Designed templates for 1C-Bitrix marketplaces and commercial sites, creating user-centered, responsive, and visually cohesive interfaces.

05/2014 — 04/2020

Part-time
employment

It-Face, Russia, Moscow

Mobile app design with AR and AI integration.

Handled the full design lifecycle, from user research and concept development to handoff for development, applying the JTBD (Jobs To Be Done) methodology to ensure user-centered solutions.

06/2012 — 05/2014

Pegas Touristic, Russia, Volgograd

Produced print materials and managed website content, maintaining brand consistency across digital and offline channels.

Education

09/2010 — 06/2014

Southern Russian State University of Economics and Service (YURGUES)

Information Technology

09/2006 — 05/2010

Volgograd Technological College

Information Technology