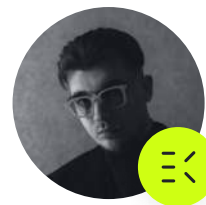


Eugene Kosinski

Senior UI/UX Product Designer



SUMMARY

Senior UI/UX Product Designer with strong product thinking and focus on business metrics.

Experienced in designing high-conversion flows, gamification systems, and monetization mechanics in iGaming products.

Skilled in improving user journeys from acquisition to retention, collaborating with cross-functional teams, and validating decisions through analytics.

EXPERIENCE

Senior UI/UX Product Designer

Firetics (iGaming)

Mar 2025 – May 2026, Remote

Responsibilities & Impact:

- Designed and optimized key product flows: registration, deposit, gameplay, rewards, retention
- Improved deposit funnel (click → payment → success) through UX hypotheses and iterations
- Built monetization features: promo codes, bonus systems, deposit марафоны, event currencies
- Designed gamification systems: cases, rewards, progression, engagement mechanics
- Collaborated with product managers, developers, and analysts to deliver features end-to-end
- Worked with analytics (GA4, events) to measure and improve UX decisions
- Handled complex UX scenarios: demo vs real money flows, onboarding, modals, edge cases
- Maintained consistency and scalability across UI components and features

Key Results:

- Improved conversion rates in deposit funnel
- Increased user engagement via gamification systems
- Reduced friction in onboarding and payment flows

Dnipro, Ukraine

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[eugenekosinski](https://t.me/ekdesweb)

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Skills

Product & UX

Product Design

User Experience (UX)

User Interface (UI)

Interaction Design

Wireframing

User Flows & CJM

Rapid Prototyping

Gamification Design

Conversion Optimization

A/B Testing

Product Thinking

Tools

Figma, Adobe Photoshop,

Illustrator, Lightroom

ProtoPie, Framer, Webflow

Blender, Spline, LottieLab

Tech

HTML, CSS

Languages

Ukrainian (native)

Russian (native)

English (base)

Senior UI/UX Product Designer

NDA (Health & Fitness)

Dec 2023 – Jan 2025, Remote

- Developed UI/UX solutions for product growth and usability improvements
- Worked closely with product and engineering teams
- Delivered scalable design solutions across multiple features

Middle UI/UX Product Designer

NDA (Mobility)

May 2022 – Aug 2023, Remote

- Designed and improved product interfaces
- Collaborated with product team on feature development
- Focused on usability and interaction improvements

UI/UX Product Designer

AdleadPro (Productivity Tools)

Apr 2021 – Mar 2022, Remote

- Designed interfaces and user flows
- Conducted research and testing
- Improved user experience and interaction efficiency

UI Designer

Freelance

Apr 2018 – Mar 2021

- Designed user-friendly interfaces
- Delivered solutions based on business and platform requirements

Graphic Designer

Freelance

May 2017 – Nov 2017

- Created branding and marketing materials
- Worked with multiple clients

EDUCATION

Computer Academy “STEP”

Design and Art

2012 - 2014, Dnepr