



Daniil Averin

Product Designer

UI craft, Design systems and AI-assisted workflows

Portfolio

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Gyumri, Armenia | Remote

Profile

Product designer with 5+ years of experience across B2B tools, customer portals, e-commerce and AI products. I combine research, strong UI craft and systems thinking to make complex workflows clear. My work spans interface design, semantic tokens, motion and close collaboration with engineering.

Experience

Independent Product Designer

Nov 2025 — Present

Designing a B2B customer account for a furniture manufacturer. Recently worked on an NDA mobile product spanning productivity, finance and health.

Redesigning existing flows and building design-system architecture with semantic color and typography tokens.

Working with engineering through AI-assisted design and development workflows using Codex and Claude.

Duo Sapiens / Product Design Mentor

Jun 2024 — Present

Mentoring product and UX/UI designers on product thinking, UI craft, portfolio storytelling and career development.

Reviewing case studies and sharing public feedback as an invited expert.

KTS / Product Designer

Sep 2025 — Nov 2025

Designed products for Alfa-Bank, Sber, PIK, Level and Stone, alongside KTS Agent, an AI assistant platform for business.

Helped reduce document-analysis time by 70–80% in an AI knowledge service and meeting volume by 40% through a clearer knowledge base.

Built a Mantine-based component foundation and used Figma Branches for design reviews. Ran twice-monthly workshops on tokens, frontend collaboration and 3D motion.

Pinkman / Product Designer

Sep 2024 — Aug 2025

Designed billing and customer-account workflows for retail and travel products under NDA, working closely with business analysts.

Reduced scheduling and segment-management time by 23%. Product improvements also brought 40% fewer interface-related support requests and 17% higher user satisfaction.

Conducted interviews, observation sessions and focus groups; tracked post-release metrics. Unified component libraries, introduced variables and improved file and branch workflows to reduce design debt.

Experience, continued

ILAR / UX/UI Designer

Jun 2023 — Aug 2024

Designed responsive corporate websites and e-commerce experiences from concept to engineering handoff.

Built and maintained design libraries based on modern UI frameworks and improved collaboration between design and development.

Presented and defended design decisions to clients. Ran team and agency meetups, introduced AI tools into daily work and packaged case studies to support the employer brand.

Synaptik / UX/UI Designer

Jun 2022 — Apr 2023

Designed commercial websites for clients ranging from steel manufacturers to creative schools.

Built responsive sites in Tilda with adapted JavaScript interactions, applying HTML and CSS fundamentals.

Established production workflows for CMS-based projects.

Supported brand and employer-brand design and maintained reusable design libraries.

Pimmer / Product Designer

Jun 2021 — May 2022

Joined an e-commerce startup to design a product-catalog app, admin panel, audience-specific landing pages and partner assets.

Researched and tested MVP hypotheses, including A/B tests through abtest.design. Designed new features, took part in design reviews and maintained the UI kit.

Skills and tools

Product and research

Product design, UI craft, user flows, interviews, usability testing, focus groups, A/B testing, JTBD and product metrics.

Design systems

Figma, components, semantic tokens, Variables, Auto Layout, Branches, Mantine, Ant Design and Material Design.

AI-assisted workflows

Claude Code, Codex, AI-assisted prototyping and design-to-development workflows.

Motion and web

After Effects, Cinema 4D, HTML/CSS, responsive design.

Education

Vyatka State University
Bachelor's degree in Civil Law, 2022

Courses

2025 — Next Level UI, Wannabelike
2024 — Helper, Studio MAX

Languages

Russian — Native
English — B2
Japanese — N5