MYKHAILO YURCHENKO

Senior Product Designer, Design Systems

CONTACT

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ABOUT ME

Senior Product Designer in Warsaw with 10+ years of experience, available immediately. I design B2B products with dense data and many user roles (ERP, CRM), and I have also designed consumer apps for iOS and Android. At Rifbar I took an ERP from research to launch across six modules. In October 2026 I turned its Figma mockups into a React and TypeScript design system with Storybook: 60 components, 242 tokens, 9 pull requests in 5 days. Claude Code wrote most of that code under rules I set, and I reviewed and merged every pull request. The design decisions are mine, and the TypeScript is AI-assisted.

EXPERIENCE

SENIOR PRODUCT DESIGNER, DESIGN SYSTEMS
Apr 2025 - Oct 2026

BrainRocket

- Owned the design system for several large products: tokens in Figma Variables, a Figma component library that mirrors the Storybook implementation, usage notes with states and versioning. Applied WCAG-aligned contrast and focus states when designing and auditing components.
- Ran design-to-code handoff with front-end engineers through Git.
- Used Claude, Claude Code and Figma Make for prototypes and component docs. Built interactive prototypes in code to check flows with engineers before implementation. A person reviewed every output.

Project details are under NDA.

SENIOR PRODUCT DESIGNER, DESIGN ENGINEER
Mar 2023 - Apr 2025

Rifbar Inc.

- Designed an ERP for a large B2B company from research to launch: six modules (five departments and a distributor interface). Delivered wireframes, mockups, prototypes and functional specs that developers and QA worked from. The product improved company management and increased sales.
- Designed data-heavy screens: dashboards, forms, roles and permissions.
- Premium fitness club (2025, NDA): UX for a CRM with 9 modules (clients, booking, staff, services, finance and analytics, chats) with POS and 1C integrations, and for a native iOS app used by members and coaches. Visual UI was done by another designer.
- Social dating and gaming app for iOS and Android: all UX and UI, from concept to pre-release testing, with three design iterations and an interactive prototype. The business put the public launch on hold.
- Oct 2026, Rifbar Design System: React and TypeScript library of 60 components (22 atoms, 38 molecules), 242 tokens generated from one tokens.json, 137 SVG icons and about 480 Storybook stories with MDX docs. Pipeline: Figma, Figma MCP, Claude Code, GitHub pull request, Vercel preview.

SENIOR PRODUCT DESIGNER, DESIGN SYSTEMS
Aug 2021 - Mar 2023

Navoto.com

- Product and UX/UI design for CRM systems and e-commerce stores with responsive layouts, for international clients. Applied WCAG-aligned contrast and focus states in UI kits.
- Built and maintained UI kits and design systems across projects. Also made advertising banners.

EXPERIENCE DESIGNER, THEN SENIOR UX DESIGNER **May 2019 - Jul 2021**
EPAM Systems

- UX design and delivery management; user research; onsite workshops with client stakeholders.
- Led a small design team across 3+ projects.

EARLIER ROLES **2011 - 2019**
Design, business development, theater

- UX Designer, Hiive (Apr - May 2019): wireframes and core flows for an iOS video-shopping app.
- UX Designer, Popper Power GmbH (Dec 2017 - Feb 2019): sole designer; branding, company website (with WCAG-aligned contrast), infographics.
- Business Development Manager, SolvedFast Web Agency (Jan - Oct 2017): client sourcing, ads, SEO basics.
- Designer Trainee, BrandersPro (Dec 2016 - Jan 2017): CRM for distance learning, with developers and PMs.
- Theater and film actor, Theater of Drama and Music (Aug 2011 - Oct 2016).

SKILLS

- **Design systems:** design tokens, Figma Variables, component libraries, Storybook, documentation in MDX, accessibility (WCAG basics, ARIA, focus management).
- **Product design:** UX research, user flows, wireframes, prototyping, information architecture, CRM and ERP interfaces, mobile UX/UI.
- **Tools:** Figma, Miro, Adobe Photoshop and Illustrator, Webflow.
- **Front end (AI-assisted):** React, TypeScript, Next.js, Tailwind CSS, HTML, CSS, Git, GitHub, Vercel.
- **AI workflow:** Claude Code, Figma MCP, Figma Make, prompt engineering.
- **AR/VR:** Unity, ShapesXR, Blender.

EDUCATION AND LANGUAGES

Master's degree, MN University named after V. O. Sukhomlinsky, Mykolaiv (2006 - 2011)
Google UX Design Professional Certificate (2023); IBM Designing User Interfaces and Experiences (2024); University of Michigan, Extended Reality for Everybody (2024)
English C1, Ukrainian native