Aliaksandra Zilber

UX/UI DESIGNER

Authorized to work in Germany · Open to opportunities in Germany and Luxembourg

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DOMAINS B2B SaaS · IoT & Smart Home · FinTech · Mobility · AI-assisted Products · Enterprise Systems

UX/UI Designer with **4+ years of experience** across **20 mobile and web projects**. Skilled in simplifying complex workflows, designing user-centered interfaces, building design systems, and collaborating with cross-functional teams from concept to implementation.

PROFESSIONAL EXPERIENCE

UX/UI Designer — SumatoSoft

Apr 2024 — Jun 2026

IoT thermostat management mobile app

- Led the end-to-end UX/UI redesign as the **sole designer**, establishing a **consistent design system** across core thermostat management experiences.
- Designed **complex user flows and interactive prototypes** for connected devices, translating business and technical requirements into intuitive mobile experiences.
- Identified usability issues and designed new features, collaborating directly with the **client, business analysts, developers, and QA engineers** to support implementation.

B2C gemstone discovery mobile app

- Delivered the end-to-end UX/UI design as the **sole designer**, completing **100+ screens and UI states in five months**, with the final product released on the US App Store.
- Owned the full design process, from **competitor research, moodboards, and user flows** to **wireframes, final UI, and interactive prototypes**, covering key user scenarios and edge cases.
- Worked directly with the **client and development team**, presenting and validating design decisions based on UX research and established design principles.

B2C AI-assisted workspace booking app

- Designed the **end-to-end UX/UI** for a consumer-facing workspace booking app, from discovery and reservation to payment and access.
- Explored and visualized **AI-assisted interactions**, creating interactive prototypes to communicate the concept.
- Conducted competitor analysis and translated product requirements into clear user flows and a cohesive visual direction.

Internal B2B data management web application

- Improved an existing **data-heavy internal platform** through UX research, identifying usability issues in **complex business workflows**.
- Identified a repetitive **bulk-assignment workflow** and proposed **reusable templates** that let users save frequently used settings and apply them in future operations, reducing repetitive data entry.
- Redesigned related workflows and introduced new functionality in line with **enterprise UX** requirements and the **existing interface and design patterns**.

Presales & cross-functional collaboration

- Supported **presales** by creating product concepts, user flows, and interactive prototypes for prospective clients.
- Collaborated closely with **business analysts, developers, and QA engineers** throughout the full project lifecycle, from requirements to implementation and QA.

UX/UI Designer — System Technologies

Jun 2022 — Apr 2024

Multi-platform banking product — mobile, web & admin

- Designed user flows and interfaces for **mobile and web banking experiences** for individual and business customers, including complex financial scenarios such as loan applications and recurring payments.
- Worked on **administrative workflows**, including tools for configuring and managing in-app content and widgets.
- Participated in **UX research**, including card sorting, to understand user expectations and inform **information architecture** and design decisions.
- Contributed to the **shared design library** and collaborated with a team of designers to keep mobile, web, and admin products consistent.

Parking payment product — mobile app & web admin

- Designed **end-to-end user flows and interfaces** for a mobile parking payment app, helping users find, select, and pay for parking.
- Designed key workflows for the **web-based admin system** as part of a design team, **owning assigned product areas** from flow definition to final UI.
- Participated in **user research and interviews** to understand user needs, behavior, and expectations, using insights to inform design decisions.

SKILLS & TOOLS

Core skills: UI Design · UX Research · User Flows · Wireframing · Interactive Prototyping · Design Systems Usability Testing · Responsive Design · Information Architecture · Interaction Design · Developer Collaboration

Design & collaboration tools: Figma · FigJam · Framer · Photoshop · Jira · Notion

AI-assisted design: Claude · Claude Code · Figma Make · Figma AI · Google Stitch

EDUCATION

Information Technology in Culture

Belarusian State University | 2009 — 2014

LANGUAGES

English — B2 **German** — B1 **Russian** — Native

COURSES

Claude	AI Fluency Framework & Foundations (Sep 2026) · Claude 101 (Aug 2026)
Uxcel	AI Prompts Foundations (May 2026) · AI Fundamentals for UX (May 2026) UX Design Patterns with Checklist Design (Jan 2025) · Typography (Jan 2025)
Elona Sarkisova	UI/UX Design Course — Author & Instructor (Sep — Dec 2023)

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