

Yura Goryakin

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Expirience

Dodo Brands April 2023 - March 2025
Product Designer (Previously UX/UI)

Designed and launched the UX/UI for a highly complex internal software, emphasizing usability, accessibility, and visual coherence for 1,000+ users.

Led product research initiatives, utilizing competitive analysis, user interviews, surveys, heuristic evaluations, and user journey testing to identify critical user pain points and deliver user-backed insights to UX.

Built and maintained a design system in Figma, leveraging Auto Layout, Dev Mode, and component libraries with HTML/CSS previews to streamline engineer hand-off.

Established essential UX architecture for data-heavy interactions, including role-based permissions and entity relationships.

Translated complex business logic into functional design specifications through close partnership with developers and stakeholders.

Expanded responsibilities beyond core design by leading competitor analysis, feature prioritization, stakeholder workshops, and requirements gathering, synchronizing business objectives with technical execution.

Contributed to product strategy and feature prioritization, directly influencing the development roadmap and optimizing resource allocation within a lean team setting.

Revamped operational workflows, resulting in significant improvements in company-wide efficiency.

Education

University of Padova	Moscow Architectural Institute
Psychology	Architecture

Skills

User research, User flows, Wireframing, Prototyping, Responsive design, Design systems, Design thinking, Accessibility, Low/no-code tools, Graphic design, Typography, Business Analysis, Requirements Gathering, English fluent, Russian native.

Tools

Figma, UXPin, Webflow, Framer, Adobe Suite, AI Copilots, Maze, ProtoPie, Origami Live, Atlassian suite, Slack, HTML/CSS, JavaScript, Storybook.