

Vladimir Fines

Interaction designer turning complex ideas into clean, modern interfaces. Experience across B2B, fintech, web and mobile products.



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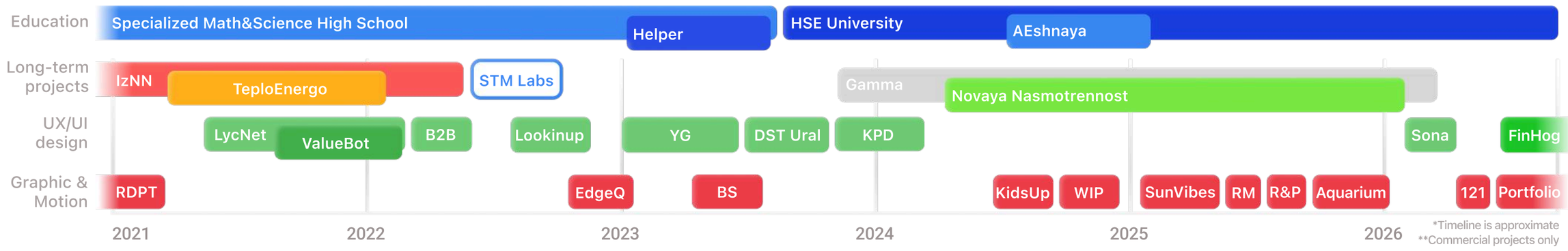

Job experience

STM Labs • *Interaction designer • 2022*

PiOne — B2B data collection & automation platform.
Used by Rostelecom, Tricolor and MTS.

- Defined information architecture, JTBD and user flows
- **Interviewed users** and validated wireframes
- Designed 12 interfaces / **80+ screens**
- Introduced context modules and **atomic components**
- Turned legacy window-based system into web app
- Replaced developer centered flow with real workflows

Achievments

Participated in 8+ hackathons and 10+ design competitions

Teploenergo Hackathon • *April 2021*

1st place · Prototyped a scoring dashboard in 48 hours.
Team subsequently received an implementation contract.

Accenture Hackathon • *August 2021*

1st place · Prototyped a finance dashboard in **48 hours**.

Education

HSE University

Moscow, Russia • 2023 — 2026

Undergraduate program **“Communication design”:**
Graphic design, branding, typography, printing, industrial design, interaction design.

Freelance

Worked independently with startups and small businesses as **freelance designer**, taking products from early concept through research, UX/UI design and launch.

ValueBot & YG • *Fall 2021*

Trading bot dashboard: market-research, calculated unit-economics, created visual-identity and UX/UI design.
Managed team of 4 developers, using custom backlog system in Notion.

BeeToBee • *Spring 2022*

Fintech company: visual identity, website and dashboard

Lookinup • *Fall 2022*

Airplane rental mobile app for **US startup:** market research, visual identity and mobile app prototype.

GAMMA • *2024 — 2026*

Motion design for student parties in Moscow.
10+ promo videos and animation-set for giant **LCD wall**.

Professional Development

Helper • *2023 • Product design course*

User flows, CJM, JTBD, interviews, A/B testing.

AEshnaya • *2024 • Motion design online school*

After Effects, JS expressions, video-editing and SFX.

Skills

I use broad design and technical toolkit. **Read about it.**

Interaction

- Figma
- Design Systems
- UX Research
- JTBD & CJM
- Interactive prototypes
- A/B Testing

Graphic

- Figma
- After Effects
- Blender

Development

- AI development
- JS & Python & Excel

About

Currently “based” in Uzbekistan. **Open to relocation.**

Useful hobbies

- Creative coding
- **Sketching** & Drawing
- Guitar and music
- 3D printing

Languages

English — C1
Russian — native