Karyna Opanasiuk

Product Designer · Design Engineer

AI, HealthTech, FinTech · Complex workflows and design systems · Remote worldwide
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Summary

5+ years in product design for AI, health and fintech products. I design complex workflows, admin panels and design systems end-to-end, from discovery to high-fidelity UI, and build in code with an AI-assisted workflow (Claude Code, Figma MCP, React). I work directly with stakeholders, from startup CEOs to client teams.

- Built a design system that became the foundation for 4+ products at ideil.
- Led end-to-end design of a news paywall, from research to admin panel.
- Cut support requests 5× for a restaurant POS by redesigning onboarding.

Skills

PRODUCT DESIGN

Complex UX flows, admin panels and dashboards, web and mobile apps, high-fidelity UI, prototyping, accessibility, design QA. Figma, FigJam, Framer.

RESEARCH & DISCOVERY

Product discovery, user research, usability testing, competitor analysis, requirements definition.

DESIGN SYSTEMS

Component libraries, Figma variables and tokens, documentation, reusable templates shared across products.

DESIGN-TO-CODE & AI

AI-assisted design and development (Claude Code, Figma MCP), agentic coding, live prototyping in code. HTML, CSS, JavaScript, React, TypeScript, Storybook, GitHub.

Experience

Design Engineering · Independent projects · Aug 2026 – present · 3 mos

Building and shipping working products with an AI-assisted design-to-code workflow, alongside Design Engineer training at UX Hero.

- Tokens Lab: color token generator. One brand hex gives an OKLCH scale, light and dark semantic tokens, WCAG contrast checks and export to CSS, Tailwind and Figma.
- Timer app: designed in Figma and shipped to production with a multi-agent pipeline (spec → build → code review → deploy). Vite, React, TypeScript, Cloudflare.
- Mental-health check-in prototype: interactive prototype with LLM-assisted features and a research report on trust patterns, deployed on Cloudflare.
- Set up AI agents for spec writing, code review and Storybook docs.

ideil · Product UX/UI Designer · Sep 2025 – Aug 2026 · 1 yr

Digital agency for news and media platforms (Forbes Ukraine, TSN). Sole designer on my projects, working closely with the engineer and the product manager.

- Built the product design system from scratch: a scalable library of reusable Figma components and variables that became the foundation for 4+ products.
- Led end-to-end design of a paywall product for news website monetization: user research, requirements, admin panel and core product features.
- Designed a flexible news website template that adapts to different clients, content types and publishing workflows.

Phenomenon · Product UX/UI Designer · Mar 2025 – Aug 2025 · 6 mos

Product design agency. Individual contributor alongside a lead designer, PM, business analyst and another designer; owned the admin panel, working directly with the client.

- Led UX/UI design of an admin panel for a healthcare platform, from product discovery, competitor analysis and the UI concept to key user flows and workflows.
- Redesigned transaction flows for a crypto transfer app, simplifying onboarding and reducing user friction.
- Created product case studies for AI and healthcare apps, translating complex requirements into clear user experiences.

Synthia.AI · Product UX/UI Designer · May 2024 – Apr 2025 · 1 yr

AI-powered platform. Sole designer, working directly with the product manager and the client stakeholder.

- Designed core user flows for an AI platform with a focus on prompt guidance, response quality and trust.
- Reduced irrelevant AI outputs through clearer prompt guidance; no data leaks found in testing.
- Researched AI products and interaction patterns to define design guardrails and reduce risks from AI-generated content.

Other.Land · Product UX/UI Designer · Mar 2022 – Aug 2023 · 1 yr 6 mos

Product design partner for B2B SaaS, fintech and marketplaces. Individual contributor in a design team, working with the lead designer, PM and directly with client CEOs.

- SIDES, a restaurant POS platform: redesigned onboarding and operational flows, cutting support requests 5× and improving activation.
- Charity marketplace: designed key user journeys for donations and engagement that supported the product launch.
- Mobile subscription and payment flows: simplified complex steps, increasing engagement and completion rates.

Genue.studio · UX/UI Designer · Feb 2021 – Feb 2022 · 1 yr 1 mo

Design studio for mobile apps, from concept to App Store. Individual contributor in a design team, working with the PM and directly with clients.

- Improved key user flows across VkusVill's digital ecosystem, shipping new features and UX enhancements.
- Designed the user profile and appointment booking flow for a medical clinic platform.
- Led UX/UI design for a cybersecurity platform, simplifying complex workflows.

Courses

Design Engineer · UX Hero · Jun – Sep 2026 · Design-to-code

AI Fluency & Claude Code in Action · Anthropic · Aug – Sep 2026 · Agentic coding

AI in Design Practicum · May – Jun 2026 · Prompt design

UX/UI Design · Uprock design school · Jan 2020 – Feb 2021

Education

National Aviation University · Bachelor's degree, Interaction Design · 2015 – 2019

Languages

English C1 (fluent) · Ukrainian (native)