

CV

Executive Summary

Versatile and detail-oriented Senior UI/UX & Product Designer with over 8 years of experience crafting visually polished, highly scalable digital products across SaaS, enterprise ERP, and AI sectors. Proven track record of executing end-to-end product design, running UX research, and simplifying complex data workflows. Adept at translating intricate stakeholder and client requirements into aesthetically refined, intuitive web and mobile interfaces. Expert in leveraging cutting-edge AI workflows and motion design to accelerate production and elevate interface interactions.

Contact

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Skill Set

Core UI/UX:

End-to-End Product Design, Visual Interface Design (Web & Mobile), Wireframing, High-Fidelity Prototyping, Design Systems, Design Audits;

UX Research & Strategy:

Stakeholder Interviews, Competitor Analysis, Usability Testing, Workflow Optimization, Micro-interactions;

Multimedia & Innovation:

AI Design Workflows, Motion Design, Video Production, Sound Design, UI/UX Audio, Game Audio Scoring, 3D Modelling;

Tools & Audio Production:

Figma, Canva Affinity, Blender, Cavalry, Jitter, Davinci Resolve, Comfy UI, Antigravity CLI, OpenCode CLI, FigWright, FL Studio;

Languages:

English - **Advanced (C1)**; Spanish - **Elementary (A2)**; Ukrainian - **Native**; Russian - **Native**;

Experience

Apr 2026 - May 2026 | OnlyFile

Domain: *Gated High-Engagement Gamification.*

Role: *Founding Product Designer.*

Key Impact:

- Wore multiple execution hats to build the complete product loop from scratch, designing end-to-end user journeys for an age-restricted digital asset ecosystem;
- Designed look and feel and UI style;
- Conceived a universal multi-platform (Desktop + Mobile) UI kit;
- Designed the logo and multimedia marketing materials (Social media avatars and posts templates).

Achievement:

- Executed solo multimedia production by combining 3D asset adaptation with custom AI audio workflows: generated ad background scoring via Suno, recorded voice tracks with precise timing/speed adjustments, and polished vocal timbre via ElevenLabs audio-to-audio models—slashing agency overhead and accelerating go-to-market speed.

Feb 2025 - Aug 2025 | Foody U

Domain: *Direct-to-Consumer (D2C) Wellness & Fitness optimization platform.*

Role: *Web Designer.*

Key Impact:

- Executed the owner's design vision to deliver the platform's user acquisition and content interface;
- Reimplemented the primary user acquisition outlet (landing page) using Framer.

Achievement:

- Independently configured and set up a custom CMS schema in Framer, providing detailed guidance to the owner on how to manage and extend it.

Apr 2024 - Apr 2026 | Callsexperts / CLAi

Domain: *Enterprise SaaS specializing in Multi-Channel AI Agent Orchestration.*

Role: *Founding Product Designer.*

Key Impact:

- Conceived and owned the UI kit made by customizing a commercial kit for high data density, and extended it with custom tokens, iconography, and components to fit complex ERP requirements;
- Conceived foundational user interaction patterns;
- Designed the user journeys;
- Designed

- Designed user journeys and user interaction patterns for the entire application.

May 2023 - Apr 2024 | Callsexperts / AIQA

Domain: *Enterprise Workforce Analytics & Risk Mitigation Platform, Health Insurance.*

Role: *Founding Product Designer.*

Key Impact:

- Owned the UI kit; customized a TailwindUI base by replacing colors and integrating FontAwesome glyphs.
- Extended the UI kit with custom components designed specifically for the SaaS application.

Mar 2023 - Apr 2024 | Mamoru AI

Domain: *Cybersecurity & DeFi Risk Mitigation.*

Role: *Founding Product Designer.*

Key Impact:

- Designed the end-to-end interface and UX architecture for a specialized multi-chain vulnerability reporting and real-time threat detection platform.
- Partnered with founders to establish corporate brand positioning, delivering unified design systems across investor pitch decks, Web3 graphic assets, and marketing web structures.

Nov 2022 - Jan 2023 | SoftServe (Contracted to UNHCR)

Domain: *Crisis Tech & Digital Health (Social Impact).*

Role: *UI/UX Designer.*

Key Impact:

- Executed the end-to-end design, information architecture, and visual layout for the primary user acquisition landing page,

Dec 2021 - Nov 2022 | SoftServe

Domain: *Internal Developer Platforms (IDPs).*

Role: *UI/UX Designer.*

Key Impact:

- Supported basic iterative maintenance updates for proprietary internal operations dashboards and developer resource allocation tools.

Sep 2021 - Dec 2021 | SoftServe (Contracted to ADT Commercial)

Domain: *Physical Security Integration, Industrial IoT & Facility Risk Management.*

Role: *UI/UX Designer.*

Key Impact:

- Managed the day-to-day iterative optimization and maintenance of a complex enterprise safety platform, executing feature requests targeted at high-value commercial accounts;
- Conceived a UI kit in Figma for the legacy platform from ground-up to speed up the design work;

Achievement:

- Redesigned a core operations scheduling feature, shifting the interaction model to support seamless, rapid bulk-data entry and dramatically reducing operator task completion times.

Sep 2020 - Jul 2021 | SoftServe (Contracted to BNY Mellon)

Domain: *Tier-1 Financial Services & Institutional Investment Management.*

Role: *UI/UX Designer.*

Key Impact:

- Translated continuous, user-reported usability friction points into targeted micro-interaction updates, improving system navigation paths and UI component efficiency;
- Co-owned the corporate design system, maintaining and extending the UI kit in Adobe XD;

Achievement:

- Optimized backward user paths while liberating roughly 10% of valuable vertical screen real estate for core data density.

Oct 2019 - Sep 2020 | SoftServe (Contracted to McKinsey & Co)

Domain: *Strategic Corporate Advisory & Enterprise Transformation.*

Role: *UI/UX Designer.*

Key Impact:

- Executed interface designs within a modular, unified platform ecosystem, supporting the incubation and rapid wireframing of new strategic corporate advisory tools.
- Co-owned the corporate design system, maintaining and extending the UI kit in Figma;

Jul 2019 - Sep 2019 | SoftServe

Domain: *Internal Developer Platforms (IDPs).*

Role: *UI/UX Designer.*

Key Impact:

- Supported basic iterative maintenance updates for proprietary internal operations dashboards and developer resource allocation tools.

Mar 2019 - Jul 2019 | SoftServe (Contracted to Deloitte)

Domain: *Strategic Corporate Advisory & Enterprise Transformation.*

Role: *UI/UX Designer.*

Key Impact:

- Contributed to the product optimization of a massive medical ERP system managing regional shipments, pharmaceutical rebates, and complex B2B contractual obligations.
 - Co-owned the corporate design system, maintaining and extending the UI kit in Sketch;
- Achievement:**
- Conceived a specialized data manipulation widget for bulk RUD (Read, Update, Delete) processes, successfully compressing manual workflows and slashing user click volumes up to a hundredfold.

Oct 2017 - Feb 2019 | Noosphere / ArtOS, MilChat

Domain: *DefenseTech & Tactical C4ISR Systems*

Role: *Founding Product Designer.*

Key Impact:

- Partnering with the owners, facilitated 0 - 1 phase for an ecosystem of a specialized artillery and recon (ground + aerial) software;
- Conceived the foundational interaction patterns and designed user journeys;
- Defined the core visual style;
- Conceived the product UI kits;
- Designed the user journeys;
- Produced all high-impact marketing assets, including technical booklets, exhibition stands, promotional posters, and animated pitch decks utilized for strategic defense tech expos and stakeholder presentations.

Achievement:

- **ArtOS:** Complete UI/UX re-architecture of a field ballistic computation platform, engineering an extreme-contrast theme with scaled, touch-optimized controls designed for tactile operational reliability under harsh environmental constraints (gloves/field conditions).
- **MilChat:** For a secure, map-centric tactical communication application, conceived a collaborative, multi-layer workspace concept allowing operators (ground and aerial recon) to group, toggle, and synchronize live tactical map markings.