OLHA KOTSOVSKA

PRODUCT DESIGNER

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about

Product designer with 3 years of experience in digital products — consumer platforms and healthtech.

I turn product logic into clear user flows, information architecture and responsive web and mobile interfaces. I work from design systems — tokens, variables, components — and use an AI-assisted workflow (Claude + Figma) to build and test faster.

Ukrainian/ Native
Polish/ B2
English/ A1 spoken, B1 reading

Education — Liceum Plastyczne, Szczecin and Ivan Trush College, Lviv, graphic design, 2022–2026.

skills

hard skills

AI-assisted design · UX audit · Design systems · Design tokens · Dev handover · Component sets & variants · Product UI · Responsive design · Prototyping · Dashboards & forms · Empty & error states · Brand identity · Brand guidelines · WCAG AA · AI tools

soft skills

Communication · Collaboration · Adaptability · Problem solving · Documentation

tools

Claude · Figma · Jira · Variables · Gemini · ChatGPT · Framer · Photoshop · Illustrator

work experience

IVY Art
Jul 2024 — Present
Lviv, Ukraine

UI/UX & Brand Designer

About project

A commission platform that puts clients and artists in one place: the whole order is run inside it, without side services and scattered chats.

Two sides: the client looking for an artist, the artist selling slots — brief, proposal, payment and delivery in one thread.

Still in development: new ground for artists and clients, at the quality bar competitors have already set.

Tools

Figma · Claude · Variables · Modes · Component sets · Prototypes · Design tokens · Text styles · Branding

My responsibilities

Own the product UI end to end, from the flow to developer handover

Responsive web: one layout system across mobile, tablet and desktop breakpoints

The design system + Brand guidelines

What I learnt

Learned product UX on a live product: Ivy was my first project at this scale

Invented flows that had no pattern to copy — the product solves things in a new way

Worked without a brief: where the founders could not say how a page should work, I made variants, we tested and discussed them, and kept what held

Handed work to other people: post templates for social, guidelines they could apply without me

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ReMind AI
Jul 2026 - Sep 2026
Lviv, Ukraine

UI/UX & Brand Designer

About project

AI screening for PTSD: the product screens, it does not treat.

Redesign of the existing app plus the brand built around it.

Tools

Figma · Claude · Variables · Modes · Design tokens · Component sets · Figma Slides

My responsibilities

Audit of the old app and of the brand, screen by screen

Presented the audit: why each old decision did not work, with the replacement next to it

New UI direction derived from the audit, and the identity rebuilt the same way

Built the UI kit from scratch: tokens, variables, components

What I learnt

Design through an agent: I set the tokens, rules and the kit, Claude built the screens — I drew none of them by hand

An audit only lands when every claim comes with the fix shown beside it