Evgeny Shkuratov

Product Design Engineer

shkuratovdesigner@gmail.com · shkuratovdesigner.com · linkedin.com/in/evgeny-shkuratov-b34a99174
github.com/shkuratovdesigner · x.com/Shkuratovdesign · Yerevan, Armenia (UTC+4) · Open to remote and relocation

SUMMARY

Product Design Engineer with 8+ years in product design, the last several at senior and lead level. I design product experiences and ship them as working code with AI agents: Claude Code, Codex and CLI coding agents are my daily tools. I design infrastructure that lets agents build with a team's design system, and I have designed products used by 15M+ people. I build and open-source my own AI products in public.

SKILLS

AI tools: Claude Code, Codex, CLI coding agents, Cursor, MCP servers, agent instructions and skills, LLM APIs (Anthropic, OpenAI, Gemini)

Design tools: Figma (advanced), Paper (advanced), Pencil, Framer, Blender

Design systems: Design infrastructure for AI agents, design tokens, Figma variables, component libraries, Storybook, Figma plugins, cross-platform systems (iOS, Android, Web)

Building with AI: Prototyping and shipping in React, TypeScript, Next.js, Tailwind CSS, Three.js, GSAP, Lottie, Framer Motion; Git, GitHub, GitLab, Vercel

Product design: Product strategy, UX/UI, interaction design, motion and micro-interactions, information architecture

Research: User interviews, usability testing, A/B testing, session recordings, competitor analysis

EXPERIENCE

Product Designer (Design Engineering)

Oct 2024 – Present

Synesis · B2B messaging platform · 100,000+ daily users · web, iOS, Android

- Designed AI-ready design infrastructure for 7+ designers: one repository syncs Figma tokens to iOS, Android and Web packages every 6 hours, covering 157 color tokens and 400 icons across 5 brands
- Created 4 MCP servers with 15 tools so Claude Code reuses existing components, icons and tokens; the team estimates ~35% faster feature development and ~50% less time in handoff meetings with QA and BA
- Set up Design Lab, the team's shared AI workspace: one GitLab repository for web, iOS and Android with shared tokens, templates, skills and agent instructions, so designers prototype on the production stack
- Created a Figma plugin that finds unbound colors, sizes, spacing and radii and suggests matching tokens with one-click fixes
- Designed core messaging features (reactions, voice messages, global search, scheduled messages) and redesigned the cross-platform message menu, including motion, long messages and slow-network states
- Ran 15 user interviews that found 89% of messages were text-only; designed animated stickers and GIFs with engineering, solving rendering across 3 platforms

Freelance Product Designer

May 2024 – Apr 2025

Blogging Machine, HyperADX · AI SEO startup · programmatic ad platform

- Blogging Machine: researched session recordings, competitors and customer interviews, rewrote positioning, then designed and built a new website; the same ad spend and traffic went from 0% to ~5% conversion (119 conversions vs 0)

- HyperADX: redesigned and rebuilt the website in 8 days, with data-driven infographics

Lead Designer
Aug 2023 – Apr 2024

Infourok · EdTech platform · 15M+ users

- Led design strategy and the design team: recruiting, training, task allocation and performance feedback
- Established usability testing and design critique practices, improving design quality and shipping speed
- Maintained the React design system with the development team, keeping the platform consistent

Product Designer → Senior Product Designer
May 2020 – Aug 2023

Infourok · EdTech platform · 15M+ users

- Drove 185% revenue growth by redesigning the course purchase and payment flow (700,000+ graduates)
- Designed and launched an international olympiad platform with 5,000,000+ student participants over 4 years
- Redesigned the primary SEO page (~1,500,000 daily visits) and the events section (2,500+ webinars and lectures), improving discoverability and engagement
- Integrated a subscription monetization model, establishing a new recurring revenue stream
- Built and evolved the design system with developers, connected to Storybook, across 3 products

Product Designer
Mar 2020 – May 2020

crmcalls.ru · CRM platform

- Designed the full platform UI and a design system from zero, contributing to $500K+ first-year revenue

Earlier, 2018–2020: UX/UI Designer at ITMINT (Canadian e-commerce clients including SoftMoc); UX/UI Designer at starline-alarm.by (2x conversion rate); freelance UX designer, 30+ projects.

PROJECTS

- **YuBen** · github.com/shkuratovdesigner/yuben-app · Open-source, local-first AI tool that finds outlier YouTube videos and turns them into a video plan. Designed it and built it with AI agents: interface, research engine and local history. Works with Anthropic, OpenAI and Gemini, or with Claude Code, Codex and Gemini CLI.
- **Portfolio** · shkuratovdesigner.com · Designed and built with AI agents in React, Three.js and GSAP, with a scroll-driven 3D character made in Blender.
- **Verro** · Video editing agent for my own videos, in development.
- **AI OS** · Multi-agent workspace with shared instructions, skills, memory and MCP for Claude Code and Codex.
- **Also shipped** · KlondAIk (curated AI resource hub), World for Subscribers (3D visualization), Lullami (iOS app). I document the builds on YouTube and X: 250+ videos, 180K+ views.

EDUCATION AND LANGUAGES

Sukhoi State Technical University of Gomel · Automated and Information Systems · 2016–2020

Skillbox · UX/UI Designer · 2018–2019

Yandex · UX Research · 2023

BBE Education · Mobile application design · 2024

Languages: English: professional working proficiency · Russian: native