

Anton Dvorianinov

Senior Product Designer · Design Engineer

dvoriant@gmail.com · +359 87 7007 819 · Burgas, Bulgaria · EET (UTC+3)

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10	5	8	1
years in design	years on one platform	product modules owned	designer on the product

SUMMARY

Ten years in design, the last five on one B2B SaaS platform — **Moonone**, the system operators use to run industrial mining facilities. I work on **data-heavy interfaces for professional users**: dense tables, bulk destructive actions, role-based access, billing and multi-step onboarding. I own product areas **end to end**, from problem definition through to design QA in production.

I now work as a **design engineer** as well as a designer: I build the front end of what I design, with Claude Code and other AI agents in the loop daily.

AVAILABLE	FORMAT	LOCATION	REPLY TIME
From today	Full-time or B2B contract	Remote across Europe	One business day

EXPERIENCE

MRLAB — Senior Product Designer (UX/UI) Apr 2020 – Present

Moonone — a B2B SaaS platform for industrial mining operations. Eight modules on one navigation model, from real-time fleet monitoring to billing. Sole designer on the product.

- **Redesigned the monitoring table**, the screen operators live in, around search, filtering and diagnostics at full data density instead of a tidy demo state.
- **Designed the bulk action system** — reboot, pool change, firmware update, power control, factory reset. Every destructive action gets a scope preview, an explicit confirmation and per-machine result reporting, so operators stopped doing it by hand.
- **Built the onboarding flow end to end**: prepare hardware, install the agent, add a facility, configure topology, mass-import devices. It is the sequence every new client has to clear before the product is worth anything to them.
- **Built and maintained the design system** — tokens, component library, variant rules — as one set of behaviours across web and mobile, and kept Figma and production in step through design QA.
- **Designed the enterprise layer** that deals were being lost without: roles and permissions, staff management, audit logs, notifications, client and financial management.
- Worked with engineers on the constraints that shaped the UI — telemetry refresh rate, virtualised tables, API limits — and wrote the specs the work shipped from.
- Defined scope with product managers and stakeholders, ran usability sessions with facility operators, and took the findings back into the backlog.

Freelance — Product & Web Designer

2017 – 2020

Direct client work across websites, brand systems, marketing and print.

- Ran projects end to end: scoping the problem with the owner, designing, presenting, revising, shipping — with no account manager in between.
- Built visual style guides (logo, palette, typography, layout rules) clients could keep applying without me.
- Worked across enough different domains in three years that no new product category reads as unfamiliar.

Respect Design — User Interface Designer

2016 – 2017

- Designed web and mobile interfaces, balancing visual quality against usability.
- Wrote and maintained the visual guidelines — typography, palettes, design elements — consistently across platforms.

DESIGN ENGINEERING & AI

Design stops being a handoff when you can build the thing. I write production front-end for what I design — HTML, CSS and JavaScript, no framework where none is needed — and I work daily with **Claude Code** and other AI coding agents: scaffolding, refactors, accessibility and contrast passes measured rather than eyeballed, and content work across two languages. It shortens the distance between a decision in Figma and the same decision running in a browser.

SELECTED WORK

Moonone — mining-infrastructure SaaS: eight modules, dense tables, bulk destructive actions, billing and RBAC. dvorianinov.com/work/moonone

Yulia Davydenko — site for a private psychotherapy practice: research, content design, and a token system measured to WCAG AA. dvorianinov.com/work/yulia

Darya Ponomarova — brand system and site for a documentary photographer: an eleven-section system, dual-ground palette, measured contrast. dvorianinov.com/work/dasha

SKILLS

PRODUCT & UX	End-to-end product design · Data-heavy interfaces · Multi-step workflows · Information architecture · User research and usability testing · Data visualisation
DESIGN SYSTEMS & UI	Design tokens · Component libraries · Responsive and adaptive layout · Typography and iconography · Accessibility to WCAG AA · Design QA
WORKING WITH TEAMS	Scoping with PMs and stakeholders · Engineering handoff and specs · Cross-functional work in agile teams · Presenting design decisions
TOOLS	Figma · Sketch · Adobe XD · Photoshop · Illustrator · Claude Code
LANGUAGES	Ukrainian — native · Russian — fluent · English — B1