



Andrey Sumatokhin

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Portfolio: <https://sumatokhin.com>

Location: Saint Petersburg, Russia

Citizenship: Russia. Authorized to work in Russia

Male, 26 years old. Born December 12, 1999.

Open to relocation and occasional business trips.

Desired Position

UX/UI Designer

Employment type: Full-time

Work Experience

UX/UI Designer

beeline — Moscow, Russia

November 2024 – August 2026 (1 year 10 months)

Designed internal products for managing field operations (service engineers, dispatchers, and regional network engineers). Led a comprehensive redesign of key workflows across the platform.

Key achievements

- Redesigned the ticket assignment workflow by conducting in-depth user interviews, identifying usability issues, and designing an automatic assignment system to replace manual distribution, reducing the average ticket assignment time for dispatchers.
- Reworked the diagnostics module after conducting field research alongside service engineers. Reduced the connection workflow from six steps to three and nearly halved the average task completion time within the module.
- Consolidated information previously scattered across third-party applications into a single interface while removing obsolete data, significantly reducing context switching and the number of windows users needed during daily work.
- Introduced AI-powered tools into the UX/UI workflow, accelerating research documentation, artifact preparation, and interface design iterations.

UX/UI Designer

targetai

January 2023 – July 2026 (3 years 7 months)

Designed and evolved the company's website for a B2B AI platform that automates customer service with AI agents.

Responsible for the entire design lifecycle, from research to ongoing product support.

Key achievements

- Designed the website information architecture by organizing six products, industry-specific pages, case studies, and pricing into a structure that enables visitors to find relevant information within one or two clicks.

- Developed the company's visual identity, including the color system, design principles, and brand guidelines for future scalability.
- Built a reusable UI Kit and component library, allowing new pages to be assembled entirely from existing components without designer involvement.
- Owned and continuously developed the product for more than three years, supporting new products, industries, and business initiatives while maintaining design consistency as the platform expanded.

UX/UI Design Intern

August 2024 – October 2024 (3 months)

Completed and successfully presented multiple real-world product design projects covering the entire UX process:

- user research and problem discovery;
- solution design;
- usability validation with end users;
- developer handoff.

UX/UI Designer

Jungle studio

August 2023 – February 2024 (7 months)

Worked on multiple client projects in a fast-paced product studio environment.

Responsibilities

- Designed three corporate multi-page websites from wireframes to high-fidelity UI and developer handoff.
- Worked with established client brand guidelines while supporting existing products through feature enhancements, new pages, and responsive layouts.

Education & Professional Development

UX/UI Design Program

Skillbox — 2022

Languages

- Russian — Native
- English — B1

Skills

Design

- UX Design
- UI Design
- Web Design
- Mobile Interface Design
- Interaction Design
- Design Systems
- Responsive Design
- Information Architecture

- User Flows
- Wireframing
- Prototyping
- User Interface Testing
- User Research
- Usability Testing

Research & Product

- User Interviews
- Customer Journey Mapping (CJM)
- Jobs to Be Done (JTBD)
- Audience Segmentation
- Analytics-driven Design
- Presentation Skills

Tools

- Figma
- Adobe Photoshop
- Adobe Illustrator
- Principle
- Tilda
- HTML Prototyping

About Me

I'm Andrey, a UX/UI Designer with more than three years of experience designing web and mobile products from research through developer handoff.

I've worked in product teams using a research-driven design process: conducting field studies, building information architecture, creating Customer Journey Maps and user flows, designing solutions, and validating them with real users.

I'm comfortable presenting and defending design decisions to stakeholders and collaborating closely with cross-functional teams.

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Technical Expertise

Design & Prototyping

- Functional HTML prototyping
- User interface design
- Responsive layouts
- Visual composition

Research & Analysis

- User interviews, surveys, and behavioral research
- JTBD methodology
- Customer Journey Mapping (CJM)
- Audience segmentation

- Product analytics and metrics analysis for identifying opportunities and measuring outcomes

Information Architecture

- Website structure design
- Entity modeling
- User Flow design

Soft Skills

Empathy

- Strong ability to understand user needs and business goals
- User-centered mindset

Project Management

- Ability to deliver high-quality work within deadlines

Analytical Thinking

- Data-driven decision making
- Ability to transform research findings into actionable product improvements

Creative Thinking

- Solving complex problems with innovative solutions
- Comfortable experimenting and exploring new approaches

Continuous Learning

- Fast learner of new tools and technologies
- Passionate about professional growth

Business Understanding

- Understanding business objectives and processes
- Aligning design decisions with product and business goals

I'm looking to join a team of like-minded professionals who value innovation, thoughtful product design, and high-quality user experiences.