

# Roman Budzak

SENIOR PRODUCT DESIGNER

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I'm a product designer **with 7+ years of experience** turning user problems into smart, user-friendly solutions that **make both customers and businesses happy**. I'm great at digging into **research**, running **workshops**, and building clear **personas** to guide design decisions. I bring ideas to life in Figma (and Cursor) with high-fidelity wireframes and **keep things consistent** with solid design systems and usability checks. As a team player, I **work closely with development teams** to make sure designs are easy to build and work as intended. In every project, I **focus on creating experiences people enjoy—and that help products grow**.

## WORK EXPERIENCE



### Railware | Product Studio

January 2023 - Current

I've owned the full design cycle. I started working closely with product analytics to make more informed design decisions, track usage patterns, and uncover areas for optimization. My main focus here was on two data-heavy products — Coupler.io and TradeZella. With a team, we've delivered new features and improved existing ones. I've learned how to balance market and user needs with product budget.

Responsibilities:

- Conduct stakeholder interviews, user modeling, usability evaluation.
- Build and scale Coupler Design System in close collaboration with development team.
- Contribute to scope planning, product vision.
- Design low and high-fidelity wireframes in Figma.
- Work closely with a Product leads, Developers, QAs, Marketing team and Graphic designers.
- Analytics overview to track areas of improvements.

## Eleks | Software Development

March 2021 - December 2022

For all the time here, I was working with one client — Bank of New-York Mellon (BNYM). The product I was crafting — “Data & Platforms solutions - Data Vault” which has been managed clients’ investment data for over 25 years. I led a team of 3 designers focused on redesigning and extending key features like the Data Catalogue, SLA Monitor, and others.

Responsibilities:

- Conduct stakeholder interviews, user modeling, usability evaluation.
- Facilitate ideation workshops with Designers, PMs, Devs, Customers.
- Lead design review/critique and consistency support sessions.
- Contribute to quarterly planning, product vision.
- Create and maintain the information architecture of the product.
- Design low and high-fidelity wireframes in Figma.
- Work closely with a development team during solutions implementation.

## Cieden | Design studio

September 2019 — March 2021

I worked across various domains — mainly finance, education, and real estate. I learned to conduct user interviews and workshops, and validate design decisions through usability testing. During this time, I had a chance to work with “Century 21 Real Estate” company and work together on the “Refmax” product for brokerage and real estate agencies all over the world.

Responsibilities:

- Conducted user interviews to identify users' pains and create a clear user person.
- Led a competitor research. Took part in a workshop with 10 participants, aimed at generating new ideas for the features and validating designs hypothesis.
- Created information architecture, clarified types of users and their accesses, and designed user flows for main scenarios.
- Created wireframes, prototypes, and high-fidelity designs using modern design tools.
- Carried out heuristic evaluation of competitors' products.
- Prepared interactive high-fidelity wireframes in Figma, based on the documentation that BA had provided.
- Created a corporate design system for efficiency and consistency of work in future projects.

## Swipex | Freelance agency

Jun 2018 — September 2019

Just starting out, I gained hands-on experience across different projects and learned the fundamentals of UX/UI design.

Responsibilities:

- Designed and delivered multiple web and mobile applications for various clients.
- Collaborated with cross-functional teams to define product requirements and user needs.
- Created wireframes, prototypes, and high-fidelity designs using modern design tools.

## SPEAKING AND CONTRIBUTIONS



### Guest speaker at Dysarium

October 2024

I was presenting a topic of “Transitioning from UI/UX to Product Design: what you should know”. You can read a summary of this speech [here](#) (it’s in Ukrainian language).



### Guest lecturer at Ukraine Catholic University

September 2021 - May 2022

## TECHNICAL SKILLS

### General

User and business research

Personas and empathy maps

User flow diagram

Customer journey mapping

Information architecture

UI kit and design system

Sketching

Wireframing

Interactive prototypes

Data visualization

### Tools

Figma

Cursor

Claude

ChatGPT

Jira

Confluence

GitHub

Slack

Notion

Miro

FigJam

Keynote

Power BI

Looker Studio

## EDUCATION



King Danylo University

2022 -2024

**Master`s degree in User Centered Design**



Ukraine Catholic University

2015 -2021

**Bachelor`s degree in Philosophical and Theological**



School of Arts in Nadvirna

2004 - 2010

**Drawing and Graphic design**