AKHMET ORYNBEKOV

Senior UI/UX & Product Designer

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SUMMARY

Product UI/UX designer with 6 years of experience. Designed interfaces for 8+ digital products — web platforms, mobile apps, and analytics systems for business and government clients. Contributed to launching 3 new products from scratch, one of which received a ministry-level commendation. Owns the design system that unifies all of the company's products.

EXPERIENCE

Sergek Group — UI/UX Designer (Junior → Senior)

Astana, Kazakhstan | 2021 — Present

Tech company in smart cities and road safety: video analytics, transportation and environmental systems for business and government clients.

- **Scale:** designed interfaces for 8+ company products — maps and geoservices, video surveillance, analytics dashboards, admin panels, and mobile apps.
- **Launches:** contributed to launching 3 new B2B products — from initial concept through handoff to development and release.
- **Design system:** solely owns the company's design system — hundreds of components, tokens, and patterns shared across all products; standardization cut development handoff time.
- **Client projects:** redesigned a product under a corporate client's brand, plus white-label versions for partners.
- **Web:** independently launched and built the company's marketing websites in 3 languages; prepared presentations for industry conferences and exhibitions.
- **Motion:** creates interface animations — loaders, transition states, micro-interactions.
- **Team & process:** introduced new processes to the design team, often initiating them himself; regularly runs design reviews; works closely with product managers, analysts, and developers.

One Technologies — Junior UI/UX Designer (Internship)

Kazakhstan | 2020 — 2021 (3 months)

- Contributed to the redesign of a major bank's mobile app and website; migrated the component library from Sketch to Figma.

SKILLS

- Figma — Auto Layout, Components, Variables, design systems, Dev Mode, prototyping
- Product design: dashboards, admin panels, mobile apps, white-label
- Typography and iconography; After Effects — micro-animations and transition states
- Web: HTML/CSS, Tilda, Figma Sites — launching sites independently, without developers
- AI tools in daily design workflow: Claude, Gemini, Figma Make
- UX research: user interviews, heuristic evaluation of interfaces

EDUCATION

- Suleyman Demirel University — Faculty of Engineering, Information Systems (2018–2022)
- Google UX Design Certificate (2020–2021): UX Research, Usability Testing, prototyping

LANGUAGES

- Russian, Kazakh — fluent; English — B2