

Anton Zaderaka

Senior Product Designer / UI/UX Designer

Product Design · UX/UI · Design Systems · Visual Design

Product Designer with 9+ years of experience in digital design, specializing in product design, UX/UI and visual communication. Currently designing 4K Download, a desktop and web product, working on UX improvements, new AI-powered features and the product design system.

Strong background in complex interfaces, visual design and branding. Experienced in taking products from concepts and user flows to polished, production-ready interfaces.

Open to relocation to Cyprus

Skills

- Product Design
 - UX/UI Design
 - Design Systems
 - Branding
 - Illustration
 - Motion Design
 - Art Direction

 Figma Photoshop Illustrator After Effects Spline Procreate Tilda

Language

Russian – Native

English – A2/B1 (improving actively)
Business correspondence. Understanding the technical requirements. Reading specialized articles.

Education



Southern Federal University (former Rostov State University) · 2006-2011

Portfolio

-  [behance.net/antonz3](https://www.behance.net/antonz3)
-  dribbble.com/zaderaka

Contacts

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Experience

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Product Designer

Open Media · Full-time

Apr 2024 – Present

UI/UX design, Graphic design, Motion design

I develop and update 4K Download products (desktop and web). I improve the UI, create new features, and work on UX flows. Additionally, I produce promotional materials for other products.

openmedia.co
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Product Designer, Graphic Designer

P2P.org · Full-time

Mar 2022 – May 2023

UI/UX design, Graphic design, Illustrations, Brand identity

Created the visual style and concept for social media and blog posts, designed a set of animated icons, and developed a new career website, enhancing brand presence and user engagement.

p2p.org
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Product Designer, Graphic Designer

Key App · Part-time

Mar 2022 – Aug 2023

UI/UX design, Graphic design, UI animation, Illustrations, Logo design, Brand identity

Enhanced and maintained the visual style, designed landing pages, icons, UI animations, illustration sets, app screens, and interface flows to create a cohesive and engaging user experience.
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Lead Designer

INOSTUDIO · Full-time

Feb 2021 – Mar 2022

UI/UX, Graphic design, Logo design, Illustrations, Branding, Art direction

Managed a team of four junior and mid-level designers, driving improvements and updates to the company’s branding. One of my projects was awarded second place in the “Golden Site” competition in the “Culture and Arts” category.

inostudio.com
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Art Director

Grafia.ink · Full-time

Aug 2018 – Mar 2020

UI/UX design, Graphic design, UI animation, Illustrations, Logo design, Brand identity, Art direction

Developed the branding and design for a mobile application from scratch, and sourced and hired an illustrator who effectively supported the brand’s visual identity.