Anton Divnich

Senior Product Designer | Fintech, Trading & Complex B2B Products

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Remote B2B contractor via Italian Partita IVA | No sponsorship or relocation required
Languages: English (C1) | Russian (Native) | Italian (A1)

PROFILE

Senior Product Designer with 6+ years in UX and product design across fintech, trading, prediction markets and complex B2B software. Own discovery, interaction design, design systems, handoff and QA, often as the sole designer working with founders and engineers. Use AI-assisted task analysis, interface exploration and prototyping alongside product data and user feedback.

CORE SKILLS

Figma | Design systems and tokens | Complex workflows | Data visualization | Interaction design | Prototyping | User research | A/B testing | Developer handoff | Design QA | Claude Code | Claude Design | AI-assisted prototyping | shadcn/ui

EXPERIENCE

i5 Controls | Product Designer, Contract | Jul 2026 - Sep 2026

Industrial B2B software for data acquisition (DAQ) and control, pre-release

- Designed configuration and operating workflows: workspaces, runtime, sequences, limits, variables, data and logs.
- Designed reusable Figma components and interaction states for instrument setup, alarm logic and P&ID interactions; documented flows for developer handoff and design QA.
- Used AI for industry research, task analysis, user-flow mapping and screen-flow reviews for complex configuration workflows.

ProphetX | Product Designer, Contract | Jan 2026 - Jun 2026

CFTC-regulated US prediction-market and sports trading platform

- Built an analytics dashboard with Claude using data from the analytics team to explore user segments and parlay funnel drop-offs; cross-checked findings with survey and VIP feedback to prioritize UX fixes.
- Designed desktop-first experiences across 10+ sections, from market discovery and parlay building to trade entry and outcomes, with some mobile work.
- Translated liquidity, matched/unmatched orders and parlay pricing into clear interactions; designed conflict prevention in the parlay builder and odds-change states in the trade slip.
- Built a shadcn/ui-based design system with AI assistance alongside product flows and interaction states.
- Documented problem definitions, legacy vs new interface changes and competitor benchmarking in Confluence.

Cryptopay | Product Designer, Part-time Contract | Aug 2025 - Jan 2026

Crypto payments company. In parallel with the part-time Finotive contract.

- As the sole designer, designed Enum8 (business accounts for fiat and crypto) in three weeks: onboarding, wallets, transfers, reusable components and the marketing website.

Finotive Group | Senior UX/UI Designer, Contract | Jan 2025 - Dec 2025

Prop-trading platform (Finotive Funding). Initially full-time, then part-time later in 2025.

- Sole designer working directly with the CEO and CTO on the trader dashboard and risk tooling; the platform redesign launched in May 2025.
- Designed position-sizing workflows that make account risk limits and trading rules visible; took the Risk Calculator through four major iterations and defined Dashboard and Statistics UX using MetaTrader conventions.
- Extended a partial component library into a consistent design system with tokens and typography; prioritized fixes from Hotjar and user feedback and ran design QA with engineering.

Getmoni | Senior UX Designer, Contract | Feb 2024 - Dec 2024

Crypto social analytics, web and mobile

- Led the end-to-end redesign of Getmoni Discover and its landing page; adapted and extended the FIGR component library into the product's design system.
- Designed DXhunt, a news-driven crypto trading product for Getmoni, from interviews and user flows to final UI; the project was paused after design delivery.

Chaos | UX/UI Designer, Full-time | Jan 2023 - Jan 2024

Corona renderer: technical software for 3ds Max and Cinema 4D

- Designed technical interfaces for Corona renderer, including a Cinema 4D materials converter, a Phoenix simulation-cache converter and the Corona Benchmark web dashboard.
- Owned UX through final screens for a six-month AI image-generation exploration at Chaos/Cylindo, frozen before launch.

Wrike | Senior UX Designer, Full-time | Oct 2020 - Dec 2022

B2B SaaS work-management platform

- Designed global website experiences, reusable components and internal content tools; worked on A/B tests and user interviews with product, marketing and engineering.

TOOLS & EDUCATION

Used shadcn/ui in 3+ projects; personal and project sites built in Webflow. British Higher School of Art and Design: Professional Education, Concept Design. Synergy University: Bachelor's Degree.