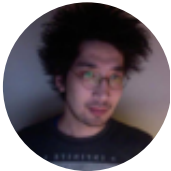


Anuar Zhumaev

Product designer and UI engineer · UX, UI, front-end

Amsterdam, the Netherlands · yxorama@gmail.com · linkedin.com/in/yxorama
yxorama.com



PROFILE

Product designer and UI engineer. I design interactions and visual systems and build them in front-end code: React and TypeScript, or plain HTML, CSS and JavaScript with web components and Canvas, whichever fits the project. Designing since 2004, across web, motion, phone UI, art direction and product design.

This year: the student-facing UI of Galileo, an AI-generated 3D science lab, which I designed and built; and Attune, an iOS reading app for the AI R&D lab ARMA AI, designed in Figma and prototyped in code across 89 screens. From 2024: Bujetor, an AI meal-planning assistant for iOS; and a new website for the online broker Octa, with its design system.

Looking for UI engineer and designer-developer roles.

SKILLS

UX	Interaction design, flows, prototyping in code, curriculum and content audits, testing with clients and users
UI	Visual design, design systems and tokens, responsive web, typography, colour in OKLCH with contrast checks, motion, art direction for 3D and imagery
Front-end	React, TypeScript, HTML, CSS, JavaScript, native web components (custom elements), Canvas 2D, HTML interfaces over a Unity WebGL scene
Tools	Figma; component catalogs that run production code
Languages	English (fluent), Russian (native)

EXPERIENCE

Independent product designer and UI engineer

Jun 2019 – present

Galileo — AAIC, for Activate Learning

yxorama.com/work/galileo Apr – Aug 2026

- Product designer and UI engineer. One of several contracts with AAIC, after my own prototype (Feb – Apr 2026)
- Owned the student-facing UI of a text-to-3D science lab for K–12 classrooms: camera framing, force and speed controls, object labels, step progression, time control and the visual system.
 - Built it as native web components in HTML, CSS and Canvas over a Unity WebGL scene: about forty device widgets, a gesture control for graded force (drag-arrow, slider, crank) and a design system of 159 tokens.
 - Audited 304 curriculum activities to set the brief for the gesture control. Built a motion report across 599 lesson steps before changing the camera rules.
 - Documented the kit in a 16-page catalog that runs production code.
 - Started every feature as a written design entry (119 in four months), with 19 written specs and 28 test files.

Attune — ARMA AI

yxorama.com/work/attune Aug – Sep 2026

- Product designer
- Designed an iOS reading app end to end: onboarding, three sources with nine daily rituals, five kinds of reading, sharing, saved readings, settings, subscriptions, errors and a crisis path.
 - Built a working prototype of 89 screens in HTML, CSS and JavaScript alongside the Figma file, one screen per frame. Settled the core navigation with two trials built in code.
 - Designed the reading system: a two-ink colour system in OKLCH (red for action, blue for provenance), contrast-checked, with Morning and Evening themes. Every screen checked at 852 and 667 points tall.

Bujetor App, an AI meal-planning assistant

yxorama.com/work/bujetor 2024 – 2026

- Senior product designer, leading two junior designers
- Designed the iOS app end to end: onboarding, the conversation, the plan from week to dish, a catalog of meals, groceries and sets, the shopping list, ordering and cooking.
 - Built it around a chat that answers with cards: each card opens its screen, the assistant stays in reach as a bar, and what happens on a screen is written back into the chat.
 - Designed five ways to make a plan, and conflicts between diets, allergies and days as questions. Built the design system: 50 component sets, 158 variants, light and dark.

Octa (OctaFX), online broker

yxorama.com/work/octa Feb – Jul 2024

- Principal web designer
- Redesigned Octa's website for desktop and mobile: the front page, sub-pages for commodities, the demo account and promotions, and a commission calculator.

- Built the design system behind every page: a type scale for desktop, tablet and mobile, buttons with states, cards, form controls, header and footer, specified for developers.
- Designed the interactions and animations, and explored the direction in a sprint of hero and layout variants.
- Art-directed the 3D imagery, which Octa's marketing team produced from my style guide and references.

Future Frontiers Institute

Jul 2019 – Nov 2023

Pro bono consulting Chief Product Officer of a not-for-profit initiative at NASA Ames

- Responsible for innovation ecosystems and acceleration and incubation programmes.
- Created its branding, corporate identity and user-experience flows.

UULA

yxorama.com/work/uula 2022

Design lead

- Researched, concepted and user-tested new visual directions for an educational app for 12–18 year olds.

Deutsche Bahn

2019 – 2020

Design lead

- Designed a disruption-information chatbot for all platforms, including its replies and conversation flow, and its avatar (with Maria Menshikova and Illarion Gordon).

Mediamonks, for Porsche

yxorama.com/work/taycan 2019

Digital designer

- Designed a pitch for a promotional website to drive pre-orders for the Porsche Taycan, for desktop and mobile: a WebGL teaser, a cockpit-HUD main screen and interactive specs.

Also in this period: logos and marks for AAIC, Attune and Proxenos.

Lead product designer — Grip, Amsterdam

Mar 2021 – Aug 2022

UI, graphic design and art direction. With Grip independently from 2019, full-time from March 2021

- Led the redesign of Grip's B2B web app for photorealistic 3D product imagery, from user interviews to a new home and editor. yxorama.com/work/grip-platform
- 2022, as senior creative: Grip's rebrand and brand guidelines, covering positioning, logotype, colour, type and imagery. yxorama.com/work/grip-branding

Art director and product designer — INDG, Amsterdam

Jun 2017 – Jun 2019

- Invited to join INDG's interactive team: UI/UX, AR, interactive and CGI work, art direction.
- Concepts and art direction for a Vans Customs pitch (2018). yxorama.com/work/vans

Product designer — Nestpick

Sep 2016 – Mar 2017

Graphic designer — Kazan Urban Redesign

Mar – Sep 2016

Also freelance, 2015 – 2017: Deutsche Bahn, Rocket Internet, Cashboard and HeyCater

Digital art director — BBDO Moscow

Jan 2015 – Mar 2016

- Art direction, concepting and web design.

Lead UI designer and art director — Yota Devices

Mar 2014 – Jan 2015

- Designed the interface for the always-on e-ink back screen of the Yotaphone 2 (grid, type, iconography, widgets and core apps) in 180 days, in a team of seven designers.
- 17 rounds of testing with more than 2,000 users. yxorama.com/work/yotaphone

Earlier

- Senior UI designer, Afisha Industries · Jul 2013 – Mar 2014
- Graphic designer, AltSpace studio at Digital October · Mar 2011 – Nov 2013: interaction, web and motion design, navigation, icons
- Designer, Lebrand · Jul 2009 – Feb 2011: web and graphic design for VTB Bank, Alfa-Bank, VTB Insurance and Belezza magazine
- Freelance · Oct 2005 – Jun 2009: print, web and Flash for Studio Alta, Pininfarina Design Moscow and Afisha
- Designer, DMT Lab studio · 2004 – 2007: web design, Flash, motion design

EDUCATION

Bachelor's degree in Psychology, Russian State University for the Humanities · 2001 – 2005