Mykhailo Yermolenko

Design Engineer

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Professional Summary

Design Engineer combining UX research, product thinking, interaction design, and frontend implementation. I connect user evidence and business objectives to product roadmaps, Figma prototypes, and accessible React and TypeScript experiences. I build responsive interfaces, animation systems, and AI-assisted development workflows with explicit verification across usability, accessibility, performance, functionality, security, and visual quality.

Professional Experience

Soily.World

Digital Design & External Relations Lead | 2024 - Present

- Lead product validation, UX research, digital design, web development, investor outreach, and partnership communication for an early-stage ag-tech company.
- Translate user evidence, market research, business objectives, and measurable company goals into product roadmaps, interface decisions, and external communication.
- Designed and developed the company website, including information architecture, responsive UI, interaction design, animation, accessibility, and performance optimization.
- Created the visual identity, logo, brand book, Figma components, documentation, and approximately 10 reusable communication templates.
- Developed agentic AI workflows for research, rapid prototyping, implementation, testing, iteration, and team communication.
- Led the application, pitch deck, and admission pitch that secured acceptance into the Tehnopol Startup Incubator; also created and delivered the pitch that placed Soily.World among the Top 25 finalists at sTARTUp Day.
- Represented the company at approximately six startup events and managed an Apollo database of approximately 500-1,000 potential investors and partners, supporting 50-100 individual pitches and partner conversations.

Turbo ZNO

Art Director & Graphic Designer | 2022 - 2024

- Established and led the school's design function, defining its central visual language and managing design across marketing, educational products, websites, and communications.
- Started as the hands-on lead designer, personally producing approximately 50-60% of design output before expanding and directing the broader team.
- Created reusable visual systems and templates used by designers, SMM specialists, marketers, and educational staff across approximately 12 simultaneous product launches.
- Designed a structured creative-request workflow that standardized briefs, deadlines, approvals, and task tracking for rotating SMM and marketing teams.
- Led the design function during the school's growth to seven-figure turnover between 2022 and 2024.

Independent
Web & Visual Designer, Part-time | 2023 - Present

- Completed up to approximately 15 client engagements across web design, branding, print, promotional materials, motion, and video.
- Take web projects from business requirements and Figma concepts through responsive, interactive implementation.
- Created responsive website concepts, visual identities, logos, brochures, publishing materials, event graphics, and promotional assets.
- Created event branding, video, photo, and print materials for a meat-industry exhibition attended by approximately 500-1,000 people.

Selected Projects

Soily.World - Product validation, UX research, business planning, identity, responsive website development, investor materials, and AI-assisted delivery.

Turbo ZNO - Multi-product design system, website, marketing workflow, and team enablement for an online school.

Saldo - Business website UX/UI and responsive visual design for an accounting-services company.

Gravimed - Healthcare website UX/UI; **PulseGrowth** - editorial brochure design; **Good Karma AI** - landing-page design.

Professional Development

Tehnopol Startup Incubator | 2024 - 2025
Six-month accelerator and growth programme covering product strategy, business models, marketing, investor readiness, pitching, and international growth.

Tartu Science Park | 2024 - 2025
Startup growth, business development, external communication, and investor readiness.

Skills

- **Frontend engineering:** React, TypeScript, HTML, CSS, GSAP, Framer, API integration, Git, responsive implementation, and performance optimization
- **UX and product:** UX research, idea validation, business-goal alignment, KPI definition, product roadmaps, usability testing, and interaction design
- **Interface design:** Figma prototyping, responsive web design, design systems, component libraries, visual design, motion, and micro-interactions
- **Accessibility:** WCAG 2.2 AA-oriented implementation, selected AAA practices, EAA and EN 301 549 awareness, semantic HTML, and keyboard-accessible interfaces
- **Testing and quality:** Core Web Vitals, accessibility auditing, functional E2E testing, link health, markup validation, dynamic security testing, and visual regression
- **AI engineering workflows:** AI-assisted development, AI-native prototyping, retrieval-augmented generation (RAG), agentic workflows, loop and graph orchestration, model evaluation, and automated verification
- **Cloud and APIs:** Microsoft Azure, Azure virtual machines, Google Cloud, cloud development environments, SDKs, and API integrations
- **Visual production:** Adobe Creative Cloud, typography, editorial grids, motion graphics, print production, color management, preflight, and PDF/X

Languages

Ukrainian and Russian - Native; English - C1, full professional proficiency (IELTS Academic 7.5); Estonian - B1+, progressing toward B2