

ANASTASSIYA POZDNYAKOVA

PRODUCT DESIGNER

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Product Designer with 6 years of experience designing regulatory platforms, operational tools, and mobile products. I turn dense requirements, multi-role workflows, and edge cases into scalable systems, then work with engineering through implementation and design QA.

EXPERIENCE

Product Designer | Alberta Energy Regulator

Sep 2024 - Aug 2026

- Owned end-to-end UX for OneStop 2.0, a platform for complex regulatory applications, and served as the sole Product Designer during the final six months.
- Built 100+ reusable components with documented states, rules, and edge cases, creating a consistent foundation for more than 200 platform screens.
- Turned conditional requirements, permissions, read-only data, validations, uploads, and notifications into reusable interaction patterns instead of one-off solutions.
- Designed navigation, internal dashboards, transfer workflows, global search, and complex regulatory forms across 6+ major product areas.
- The redesigned experience increased user satisfaction by 40% and reduced required scrolling by 50%.
- Worked with Product Owners, business analysts, developers, QA, and subject matter experts from backlog definition through delivery; wrote user stories and acceptance criteria and completed design QA.

UX/UI Designer, Part-Time | RockySoft

Jun 2025 - Present

- Lead product design for client websites and mobile apps, moving from discovery and information architecture through prototypes, high-fidelity UI, and developer handoff.
- Designed Petoria's customer portal and admin console, including live grooming updates and photos from arrival through pickup.
- Designed TattooDay mobile flows connecting users, artists, and tattoo shows, including profiles, show participation, and available-slot publishing.

UX/UI Designer | Many Hats Software

Jun 2021 - Jul 2024

- Designed core mobile experiences for a VR surgical-training product, including video discovery, multi-camera viewing, and invitation-based onboarding.
- Turned early product ideas and ambiguous client requirements into testable flows, interfaces, and reusable patterns.
- Worked with developers throughout Agile delivery to clarify behaviour, review builds, and protect design consistency.

Junior UX/UI Designer | Rocket

May 2020 - May 2021

- Collaborated closely with the Lead Designer to turn research findings and product requirements into wireframes, prototypes, and web and mobile interfaces.
- Supported usability testing and maintained reusable interface components, applying consistent interaction and visual patterns across the product.

PERSONAL PROJECT

KinSync Mobile App | Solo Product Designer

2026

- Interviewed five parents and caregivers and translated the findings into product scope, personas, information architecture, and an end-to-end mobile prototype.
- Designed shared calendars, tasks, caregiving coordination, and an AI assistant that identifies scheduling conflicts and recommends task distribution.

SKILLS

Product design Design systems, complex workflows, interaction design, information architecture, responsive design, prototyping, UX writing

Research Interviews, usability testing, accessibility, design critique

Tools Figma, FigJam, Miro, Balsamiq, Claude Code, Claude Design, Azure DevOps, Jira, Confluence

EDUCATION AND RECOGNITION

BA Marketing Nevsky Institute of Language and Culture | 2015 - 2019

Google UX Design Certificate 2026

Guest Speaker Calgary UX Design Community | Startups vs Enterprise | 2025