



Alex Abrosov

UX Engineer · Product Designer

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Design visionary with over a decade of experience in product design and art direction. Genuinely passionate about building complex products with meticulous attention to the smallest details. In the modern AI era, I know how to quickly identify a product's value, define a bold visual direction, and build production-ready products that are easy to scale.

LANGUAGES

English: C1
Ukrainian: Fluent
Spanish: Beginner

DOMAINS

Finance, Healthcare,
Automotive, Agriculture,
Blockchain, E-commerce

SERVICES

AI-driven Product Design,
Design Engineering,
Building & Shipping Apps,
Agentic UX, AI Prototyping,
Prompt & Interaction
Design, Animations &
Micro-interactions, Product
Strategy, User Research,
UX Architecture, Design
Systems, Accessibility,
Usability & Design
Excellence

TOOLS

Claude Code, Codex,
NotebookLM, Gemini,
Figma, Weave, n8n, HEX,
Illustrator, Photoshop

HOBBIES

Photography, Art,
Architecture, Road Cycling,
Hiking, Snowboarding

EDUCATION

Master's degree in
'Information Technology
in Architecture'
KNUCA, Kyiv

Graphic Artist,
Kyiv Academy of Arts

UX Engineer, [Lahzo](#)

Sep 2025 – Present · 11 months

Led the company's design direction and product development:

- Rebuild the core AI-agent product, which increased conversion by up to 24% and led to new long-term partnership agreements with 7 automotive companies
- Built and led the development of 4 internal AI-powered products and tools
- Developed and maintained multiple design systems in close collaboration with engineers
- Set up ongoing research activities, in-depth interviews, and testing sessions that improved key product metrics and structured the development prioritization process
- Developed the company's new brand style and rebuilt key marketing materials
- Established scalable UX frameworks and interaction patterns for agentic products
- Automated multiple management activities, client onboarding, and design workflows

Art Director, [Trinetix](#)

May 2022 – Sep 2025 · 3 years 4 months

Led a design department of 20+ designers:

- Ensured design quality across 15+ active products and optimized team processes
- Evaluated employees, created PDPs, and developed ongoing skills review processes
- Regularly recruited and onboarded employees (hired 9 designers & engineers)
- Built management frameworks, evaluation tools, and an internal knowledge base
- Established a function-based management model, evaluation tools, and RACI matrices
- Led strategic client and C-level meetings and advised on complex design challenges

Principal Designer, [Dexola](#)

Apr 2023 – Dec 2024 · 1 year 7 months

Led design teams of 1–3 designers:

- Designed blockchain products and led art direction
- Developed white-label products for crypto services (wallets, swaps, staking)
- Estimated scope, led pre-sales, created pitch materials, and facilitated workshops
- Developed a UX audit framework tailored to the blockchain domain

Lead Product Designer, [Trinetix](#)

Jul 2021 – May 2022 · 11 months

Led design teams of 2–4 designers:

- Managed 2–3 projects, scope, priorities, and roadmaps
- Led stakeholder collaboration, workshops, and design proposals
- Reviewed design work and supported complex tasks
- Maintained documentation and supported team growth

Middle Product Designer, [Trinetix](#)

Sep 2017 – Jul 2021 · 3 years 11 months

Worked in a design team (2 designers + 1 lead):

- Managed 2–3 projects and regularly collaborated with cross-functional teams
- Created user flows, wireframes, UI, and interactive prototypes
- Led research and testing, and built UI kits and visual assets

Product Designer, [Untime Studio](#)

Feb 2016 – Aug 2017 · 1 year 7 months

Worked on various e-commerce projects and mobile projects (4–6 months each)