

General

Pavel Shareika

Product Designer

Product Designer with 5 years of experience designing digital products for startups and international clients.

Experienced in early-stage products, Design Systems and responsive web applications. I enjoy turning complex ideas into simple, production-ready products.

Experience

Product designer

Praxeon (Early-stage EdTech Startup)

Sep 2025 - present

- Joined the team before MVP, helping shape the product from the ground up
- Built a scalable Design System from scratch using Atomic Design principles
- Designed end-to-end user flows for content discovery, creator onboarding, video publishing and learning experience
- Built interactive product prototypes used to present the platform to investors and future content creators before MVP launch
- Refined product implementation together with developers, ensuring the final experience matched design intent

Product designer

MonetAdvice (Personal product)

Jan 2026 - present

- Designed and launched a financial decision platform for the US market from concept to production
- Planned product structure, user journeys and a reusable Design System for responsive financial tools
- Used AI-assisted workflows to accelerate product implementation, validate functionality and iterate faster while maintaining ownership of UX decisions and final quality
- Implemented Google Analytics and Google Search Console to monitor user behaviour and continuously improve the product
- Continuously improve the platform using analytics, search performance and user feedback

UI/UX Designer

IT Monks

Apr 2021 - Jan 2025

- Designed 50+ digital products for international clients across travel, education, healthcare and technology industries
- Contributed to the agency's largest projects, including CampEasy, designing responsive interfaces for web applications
- Created wireframes, interactive prototypes and high-fidelity interfaces for desktop and mobile experiences
- Collaborated closely with developers throughout implementation to ensure design quality and consistency
- Helped improve internal design processes and maintain consistency across multiple client projects

Graphic Designer

Interform

Nov 2019 - Apr 2021

- Designed marketing materials for print, outdoor advertising and branding campaigns
- Created visual assets for promotional materials across digital and print media
- Collaborated with production teams to deliver print-ready files

Education

European Humanities University

Journalist, Class of 2010

Highlights

UI/UX design school, 2021

Languages

English • Polish • Russian

Skills

Tools

Figma • Miro • Jira • Adobe Photoshop • Adobe Illustrator • Codex

Core skills

Product Design • UX Design • UI Design • Product Thinking • User Flows • Information Architecture • Wireframing • Interactive Prototyping • Responsive Design • Design Systems • Atomic Design • Accessibility (WCAG) • Developer Handoff

Design Systems

Atomic Design • Components • Auto Layout • Figma Variables • Design Tokens • Design Documentation • Design Libraries

Product Delivery

Product Strategy • MVP Design • AI-assisted Workflows • Cross-functional Collaboration • Developer Handoff • Product Validation • Product Launch • Google Analytics 4 • Google Search Console • SEO Fundamentals