

Mykhailo Lebedenko

Product Designer (UX/UI)

5+ yrs • complex B2B & legal-tech • one design system, 5 products, 3 teams • zero to MVP

Manchester, UK • remote (CET/EET overlap) | mike.lebedenko@gmail.com | +44 7514 760086

Portfolio: mlebedenko.webflow.io | LinkedIn: linkedin.com/in/michael-lebedenko

SUMMARY

Product designer who turns dense legal and enterprise workflows into clear interfaces.

5+ years of experience designing complex, data-heavy B2B and SaaS products. Senior designer on a national-scale legal case management platform: 3,000+ screens and states and 200+ user flows across five products, all built on one shared design system. Takes products from zero to MVP launch, runs user research and usability testing, works with cross-functional teams and mentors designers. Uses AI tools (Claude Code, Figma MCP) daily for prototyping and faster delivery. UK-based, open to remote work with Ukrainian and European teams (CET/EET overlap).

SKILLS

Design: design systems, design tokens / Figma variables, complex B2B & enterprise UX, data-heavy interfaces & dashboards, interaction design, prototyping, user flows, wireframing, information architecture, accessibility (WCAG), responsive design, mobile app design, UX writing

Research: UX research, user interviews, stakeholder interviews, moderated & unmoderated usability testing, hypothesis testing, customer journey mapping (CJM), Jobs to Be Done (JTBD), competitive analysis

Collaboration: cross-functional teams, stakeholder management, Agile / Scrum, backlog grooming, developer handoff, design reviews, design QA, design syncs, mentoring and onboarding designers, remote collaboration

AI: AI-assisted prototyping, Claude Code, Figma MCP, AI workflow automation

Tools: Figma, FigJam, ProtoPie, Miro, Jira, Confluence, Notion, Webflow, Adobe Creative Cloud (Photoshop, Illustrator)

EXPERIENCE

Senior UX/UI Designer, MASCODE

Oct 2025 – Present | Remote

National-scale legal case management platform built from multiple modules, each owned by a separate cross-functional team.

- Designed 3,000+ screens and states and 200+ user flows across MASCODE products
- Became the sole designer after layoffs, covering product work, the design system, interactive presentations, and social media across three companies
- Built and maintained a reusable design system powering 9 product files across five products, standardizing core UI patterns for multiple module teams (170+ components)
- Proposed an AI adoption roadmap for the design team, from AI-assisted user flows to automated design review of staging
- Built clickable code prototypes with Claude Code for pre-sales, helping clients understand and validate product concepts from the first meeting

Middle UX/UI Designer, MASCODE

Mar 2024 – Sep 2025 | Remote

- Took products from zero to MVP launch and continued evolving them based on feedback
- Partnered with 3 module teams in parallel, with up to 5 product owners at peak and as many as 7 grooming sessions in a single week
- Created clickable prototypes of key analyst workflows and conducted unmoderated usability testing with prosecutors, using feedback to refine the interface and distinguish user-facing requirements from internal business logic ahead of the MVP launch
- Led the onboarding of two new designers over ~2 months, providing near-daily guidance initially and transitioning to weekly design reviews as they became independent in the product, design system, and workflows
- Introduced regular design syncs, reducing consistency issues across modules

UX/UI & Product Designer, Freelance

Dec 2021 – Apr 2023 | Remote

- Designed web products across user research, UX, and UI, translating business requirements into user flows and interfaces
- Conducted qualitative research through user interviews and usability testing, using findings to refine design solutions
- Generated and tested UX hypotheses to identify and address usability issues
- Applied CJM, JTBD, and competitive analysis to explore product opportunities and shape user flows
- Presented and defended design decisions, explaining the reasoning behind proposed solutions

UX/UI Designer, Vissol

Aug 2020 – Nov 2021 | Odesa, Ukraine

Designer on a TV streaming solution used by telecom operators and ISPs to deliver TV services on mobile devices.

- Designed iOS and Android apps from scratch, covering research, ideation, interaction design, UI
- Built and maintained the UI kit to support consistent design across the product
- Designed a web app for product customization
- Created icons, illustrations, and vector graphics for the product
- Collaborated with stakeholders and developers to align product decisions and design implementation
- Mentored trainee and junior designers, supporting their growth and day-to-day design work

EDUCATION

- Bachelor's degree in Art History, Odesa Polytechnic National University, 2019 – 2023
- Software Engineering, Odesa Polytechnic National University, 2014 – 2018
- Certifications: UX Research, Projector Institute (2023); Product Design, Projector Institute (2022); Web Design, Projector Institute (2020)

LANGUAGES

Ukrainian: native | Russian: native | English: B1–B2