

Amal Yakubov

Senior Product Designer

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Recent Case Study– Click Uz ([Play Market](#)) - [Link to Figma File](#)

SUMMARY

Product Designer with 4+ years shipping high-fidelity, production-ready interfaces across unfamiliar, complex B2B domains – fintech, quantum computing, AI-driven storytelling, and infrastructure management. Comfortable owning ambiguous problems end-to-end: research, systems thinking, and design execution, partnering directly with PMs and engineers rather than working from fixed briefs. Built and scaled a modular design system now powering 80+ automated sites and 20+ bi-weekly releases.

SKILLS

- User Research, Usability Testing, A/B Testing, User Personas, Customer Development (CustDev), Customer Journey Mapping (CJM), Jobs-to-be-Done (JTBD), Design Systems,
- Agile, Figma, Sketch, Miro, Maze, Adobe XD, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, HTML, CSS, JavaScript
- Claude, Claude Design, ChatGPT, Gemini, Lovable, Google AI Studio, n8n, BMad, Figma AI, Figma Make

EXPERIENCE

Product Designer, Vention | Oct 2023 - Present

- Own end-to-end design across 10 shipped projects in complex, unfamiliar B2B domains – fintech, quantum computing, AI-driven storytelling, affiliate marketing, EV-charging infrastructure, and online auctions – translating ambiguous problems into production-ready interfaces
- Designed and scaled a modular design system, cutting component development time by 40% and accelerating feature rollouts by 50%, enabling 80+ automated affiliate sites and 20+ bi-weekly releases
- Shipped high-fidelity Figma prototypes that drove a 45% increase in mobile traffic, a 30% lift in conversion rate, and a 30% increase in loan application completion
- Secured stakeholder buy-in and shipped WCAG-accessible features by working directly with PMs and engineers across Agile squads, without relying on a fixed brief-to-handoff process
- Designed an AI-driven storytelling platform (client details anonymized under NDA), building accessibility-first patterns – text-to-speech, high-contrast modes, adjustable typography – into a mobile-first, cross-device experience
- Promoted to Design Team Manager (Feb 2026): while remaining hands-on across all design work, now also lead 2 designers, hired a new team member, and improved delivery speed through direct, expectation-driven communication

UI/UX & Web Designer, Inweb | Feb 2022 - Oct 2023

- Led UI/UX strategy for leading Uzbek e-commerce brands (AllGood.uz, TerraPro.uz, IDEA.uz, iMed.uz, Interlab.uz, Radius.uz, HaemaLab.uz), unifying brand identity and elevating user engagement
- Designed end-to-end mobile experiences for three e-commerce and startup apps, from wireframes through high-fidelity prototypes
- Maintained a 90% client retention rate across corporate accounts through tailored design solutions and ongoing support
- Partnered with IT Park backed startups to refine product concepts and go-to-market direction
- Built high-impact landing pages from scratch, optimizing layout and copy for conversion

EDUCATION

INHA University in Tashkent | Sep 2021 - May 2025

- Bachelor of Computer Science, Computer and Information Engineering, CGPA: 4.39/4.5

Google UX Design Certificate | Aug 2023

- UX Research, Journey Mapping, Usability Testing, Wireframing

ADDITIONAL

- Served as a jury member for DesCom Quest Hackathon, championing emerging talent (bit.ly/descom-jury)
- Mentored an aspiring UI/UX designer, guiding portfolio growth and skill development ([Abdulaziz Kholdarov](#))
- Delivered talks on my Design Journey & Insights (bit.ly/design-talks-uz)
- Co-founded a startup and became a finalist in multiple acceleration programs, fueling UX-driven innovation (bit.ly/it-park-utour)