

General

Pavel Shareika, UI/UX Designer

Proactive UI/UX Designer with 4+ years of experience designing high-performing web and mobile interfaces that drive measurable business results, including increased conversion rates, engagement, and usability. I combine strong visual design skills with a deep focus on user experience, data-informed decision making, and business goals, ensuring that design solutions are not only aesthetically refined but also effective, scalable, and aligned with product strategy. Experienced in cross-functional collaboration, end-to-end design processes, and delivering user-centered solutions for international B2B and B2C products.

Figma Expertise

Figma power user with strong expertise in building and scaling Design Systems through shared libraries based on Atomic Design principles. Advanced use of auto layout and components to create flexible, maintainable, and production-ready UI systems. Experienced in creating and managing styles and variables, design tokens and aliases to ensure consistency between design and development, as well as building interactive prototypes for user testing to validate UX decisions early and iterate efficiently.

Launched projects

- [Daily Nourish](#)
- [CampEasy](#)
- [IT Monks](#)
- [Modu](#)
- [Adrian Elissa KC](#)
- [Marryatville High School](#)
- [Parkalot](#)

 **clickable links**

Experience

Product designer in Praxeon

February 2025 - present

- Designed and evolved a large-scale, complex SaaS product, balancing user needs, technical constraints, and business objective;
- Built and maintained a scalable Design System based on Atomic Design principles, ensuring consistency, reusability, and faster product development;
- Applied WCAG accessibility standards to create inclusive, accessible interfaces compliant with modern usability and legal requirements;
- Created user flows, wireframes, and high-fidelity prototypes for core product features and new functionalities;
- Collaborated closely with frontend and backend developers, participating in technical discussions and ensuring smooth design-to-development handoff;
- Worked in a product-driven environment, actively contributing to product strategy and defining design solutions aligned with key business goals, KPIs, and growth metrics.

UI/UX designer in IT Monks

Apr 2021 - Jan 2025

- Led the end-to-end design process for 20+ diverse B2B and B2C projects, delivering high-fidelity interfaces that directly improved conversion rates for agency clients.
- Spearheaded the redesign of the agency's core digital assets, resulting in increased lead generation, higher user engagement, and a significantly improved brand perception.
- Established and enforced design standards across all projects to ensure cross-platform consistency and coherence in UI/UX.
- Orchestrated design-to-development handoffs, collaborating closely with engineering teams to ensure technical feasibility and pixel-perfect implementation of complex interactive prototypes.

Graphic designer in Interform

Nov 2019 - Apr 2021

- Delivered comprehensive visual identities, logos, and presentation systems for a wide range of brands, establishing a deep expertise in visual hierarchy and branding principles.
- Leveraged foundational design skills to transition into UI/UX, translating complex brand values into intuitive digital experiences that inform my current interface design approach.

Education

European Humanities University

Journalist, Class of 2010

Highlights

UI/UX design school, 2021

Languages

English: B2 | Polish: B2

Skills

Figma | Photoshop | Illustrator | Adobe XD | Miro | Webflow | Jira

Links

[LinkedIn](#) | [Portfolio](#)