

Petr Petryaev

Senior Product Designer

petryaev.p@gmail.com • petryaev.site • linkedin.com/in/petr-petryaev • dribbble.com/petrPetr

Russia (open to relocation) • English B2 • 14 years • Mobile-first • Fintech / Crypto + MedTech

S U M M A R Y

14 years building mobile and web products end-to-end. Last 2 years in fintech / crypto at B2Broker. 5 years in MedTech at Flow Health. Strong in design systems, mobile-first interfaces, and shipping in regulated, high-stakes domains.

E D U C A T I O N

Skillbox

UX/UI Design course
2017

Ural Technical Institute of Communications and Informatics

UrTISI
2009 • Non-design major

S K I L L S

Tools

Figma • Figma Variables • Figma Tokens
• Figma Make • Google AI Studio •
Claude • After Effects • Photoshop •
Blender

Design

Design Systems • Component Libraries •
Mobile-first (iOS / Android) •
Prototyping • Wireframing •
Accessibility • Visual Design • Motion

Research & validation

User Interviews • Usability Testing • A/B
Testing • Customer-centric design •
Cross-functional collaboration

Domains

Fintech • Crypto • Forex • Broker tech •
Liquidity • Healthcare • MedTech •
Diagnostics • B2B SaaS • Media

L A N G U A G E S

English B2

Russian Native

E X P E R I E N C E

Senior Product Designer | B2Broker

Crypto / forex liquidity & broker tech platform • Jun 2024 — Apr 2026

Part of a 20-person design org serving 100+ B2B white-label clients across crypto and forex. Led full mobile app redesign — new IA, visual language, and flows; shipped to all white-label tenants. Rebuilt the design system end-to-end — tokens, Figma Variables, component library — to standardize handoff and unblock multi-brand theming. Owned the client-tailoring pipeline: customized white-label app instances and delivered all production assets to dev teams.

Product Designer | Flow Health

US healthcare diagnostics platform • Sep 2019 — Jun 2024

Part of a 6-person design team; design lead on multiple product workstreams. Owned end-to-end design for web product surfaces — flows, prototypes, final UI, and dev handoff. Ran 10+ user interviews with diverse personas (physicians, lab techs, support agents) to validate flows pre- and post-launch. Maintained and evolved the internal design system; introduced new components as the product scaled.

Product Designer | Motorsport.com

Global motorsport media network • Apr 2018 — Sep 2019

Designed web and mobile experiences for a multi-property publishing network. Led the team migration from Photoshop to Figma and built the first shared component library.

Product Designer | Ultracast LLC

Mobile apps studio • Jun 2017 — Apr 2018

Designed iOS and Android consumer apps from scratch with a focus on user scenarios and onboarding flows. Produced animated prototypes and 3D models to communicate concepts to engineering and stakeholders.

UX Designer | IC Realtime

Video surveillance hardware & software • Mar 2014 — Jul 2017

Designed web and mobile applications for the surveillance product line. Coordinated priorities and task distribution within the design team.

Designer | Splinx

3D content & web studio • Jul 2012 — Mar 2014

Designed web and mobile applications; produced 3D objects, scenes, and presentations.