Denys Babenko

Product Designer (UX, AI)
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Berlin, Germany (open to remote) | Available immediately | No visa sponsorship required

SUMMARY

AI-native Product Designer with 7 years across web, mobile, and XR. I own products end-to-end: from user research and problem definition to shipped, measured outcomes, often as the only designer on the team. I communicate directly with users, clients, and engineers in German (C1) and English (C1). I build design systems for AI agents, prototype fast with AI tools, test with real users, and ground my decisions in data.

EXPERIENCE

Senior Product Designer - VR Mondo

Jan 2025 - Present | Berlin, Hybrid | B2G non-profit

- Owned the end-to-end design of an AI-powered VR simulator for medical professionals, shipped 3 apps to the Meta Horizon Store
- Ran 15 on-site test sessions with 50 users in 4 European countries, resolving all 12 critical and 80% of minor issues before release
- Hired 2 engineers and partnered with 5 German educational institutions and 4 software providers to validate product-market fit
- Established trust patterns and evaluation criteria for conversational AI; prototyped and built 2 websites and 2 apps with AI tools

Product Designer, AI - Freelance

Jul 2023 - Present | Berlin, Hybrid | B2B and B2C

- Designed brand identity and conversion funnel for The Riser (AI CRM), contributing to +160% revenue growth in four months
- Designed Graphis (AI content platform) with multi-tool canvas and HITL workflow, validating PoC profitability for founders
- Established a design system in code for multimodal UI of Bubble Jiump (multi-agent platform), used to secure a funding round

UX Designer (Design Associate) - realworld one

Dec 2022 - Jun 2023 | Berlin, Remote | B2B SaaS

- Co-owned design for 4 enterprise projects with 5-figure budgets, facing clients; 4 of my features were adopted in company-wide suite
- Shaped multi-brand design system, initiated research culture, collaborated with engineers, PM, and BI across 2 cross-functional teams

UX Designer (Working Student) - MyHammer, Instapro Group

Jan 2020 - Dec 2022 | Berlin, Hybrid | International two-sided marketplace

- Increased conversion of a key step in a user acquisition funnel by 5% and job creation by 2% (relative); simplified the payment process
- Co-led user research, presented design decisions to stakeholders, facilitated workshops, owned WCAG-compliant design system
- Worked in 4 teams on different product areas, collaborated across departments of 5 sibling companies in 5 European countries

Founding Product Designer - Evopost

Oct 2019 - Feb 2022 | Berlin, Remote | Startup

- Led design of P2P marketplace, managing 2 engineers and 1 designer; secured first 100 clients and pitched to 5 investors
- Developed brand identity, product strategy, and design system; conducted user research and ran marketing campaigns

EDUCATION

B.Sc. Media Computer Science (Medieninformatik) - Technical University of Berlin

Oct 2018 - Feb 2024

CERTIFICATIONS

- Design for AI Agents (2026) - Interaction Design Foundation; Creating Your Own Custom AI Assistants (2026) - Vanderbilt University

SKILLS

- Product design: design systems, complex workflows, prototyping in code, visual design, accessibility, interaction design
- AI design: HITL workflows, evaluation metrics, trust patterns, prompt engineering, conversational UI, frontend basics
- User research: usability testing, interviews, surveys, analytics, user journeys, jobs to be done, A/B tests
- Collaboration: end-to-end ownership, problem framing, communicating decisions, workshop facilitation, B2B client work

TOOLS

- Figma, FigJam, Claude, Claude Code, Cursor, Lovable, Miro, Maze, Supabase, GitHub, n8n, Notion, Jira, Google Analytics

LANGUAGES

- German (C1), English (C1), Ukrainian (native), Russian (native)