

I'm Dmitry Volostnov — a Senior Product Designer with 12+ years of experience designing and scaling digital products across creator economy, streaming, fintech, travel, and telecom. Based between Limassol and Moscow.

I've worked with both startups and established companies — from early-stage products in Russia, US, Uzbekistan, and Qatar to platforms used by millions of users. My work spans product strategy, monetization, growth, design systems, and end-to-end product development.

I enjoy operating in ambiguity, aligning teams around a shared vision, and turning complex challenges into simple, intuitive experiences. I work AI-first — across research, design, and code — including shipping my own iOS apps from concept to App Store single-handedly.

volostnov.me
hi@volostnov.me

2023 – present

Senior Product Designer at [BandLab](#)

Led Beats stream design in the monetization team

Collaboratively launched a new design system

Contributed UX ideas and design improvements

Integrating AI tools into design workflows

Drove 50% QoQ revenue growth

2022 – present

Indie App Maker – [App Store](#)

Ship my own iOS apps solo – SwiftUI + Claude Code

Full cycle: concept, UI, ASO, paid UA, analytics

3 apps shipped · 100+ downloads

2022 – 2023

Senior Product Designer at [fitolio](#)

End-to-end design ownership iOS, Android, Web

Offered ideas and growth points for the founders

New onboarding boosted leads by 30%

2022

Senior Product Designer at [visit.org](#)

Designed pixel-perfect layouts for B2B web app

Conducted usability research and CustDev

New features: Charity, Calendar, Login Page

2019 – 2021

Lead Product Designer at MegaFon – [Start](#)

Top 10 streaming services in Eastern Europe

Built and led a high-performing design team

Increased NPS 15 to 43, App Store 3.2 to 4.6

2017 – 2019

Senior Product Designer at Rambler&Co – [afisha.ru](#)

Developed a unified visual style including UI Kit

Designed mobile promo games from scratch

Boosted ARPPU by 13% through new checkout

2016

Product Designer at [Luchi](#)

Developed CJM, wireframes, storyboards

Designed mobile apps using Material and HIG

Conducted usability testing, customer interviews

2014 – 2015

UX/UI Designer at [BIFIT](#)

Designed mobile-first responsive websites

Analyzed data from Google Analytics