

Anna Bratukha | UX/UI Designer

Sheffield, UK | Open to remote and hybrid

Right to work in the UK with no sponsorship required (Ukraine Permission Extension Scheme)

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[LinkedIn](#) | [Personal website](#) | [Behance](#)

PROFESSIONAL SUMMARY

UX/UI and Product Designer with 5 years of experience building high-traffic interfaces for iGaming, betting and PropTech across Europe, LatAm, MENA and Asia. Works end to end: user research, information architecture, wireframing, prototyping and production UI a developer can build from, built to WCAG 2.1 AA. Built and scaled the design system a team of three now works in, and works in sprints alongside developers, SEO and marketing rather than handing files over. Comfortable owning a product area alone and being the person other designers come to.

EXPERIENCE

Win Win Media Agency | UX/UI Designer

Mar 2024 - Present

Focus: High-traffic iGaming and betting platforms

- Led end-to-end design for iGaming and Pick'em products across four regions (Europe, LatAm, MENA, Asia), covering compliance and cultural adaptation for each market.
- Designed data-rich dashboards and game interfaces, turning dense statistical data into layouts a user can read at a glance.
- Acted as interim design lead for a team of three, mentoring two designers and an external specialist, and set up how work was reviewed before development.
- Built and scaled a unified design system with a shared Figma component library, so a new market site starts from components instead of a blank page.
- Designed and shipped A/B tested variants with the SEO and marketing teams, so layout and copy were settled by results rather than by opinion.
- Cut production time by bringing AI tools into visual content work and running regular design and development reviews to keep technical debt down.

Authentise | UX/UI Designer (Contract)

Sep 2023 - Dec 2023

Focus: Digital manufacturing platform, B2B SaaS

- Redesigned parts of a complex B2B platform, working within an established product and its constraints.
- Restructured legacy screens so critical manufacturing data became accessible to the engineers who use it daily.
- Delivered user flows, wireframes and high-fidelity prototypes, catching logic gaps early and saving development time later.
- Designed the interfaces where third-party tools connect to the main platform, so an integration reads as part of the product rather than a bolt-on.

Leadsdoit | Middle Web Designer

May 2023 - Nov 2023

Focus: Affiliate marketing and landing pages

- Designed high-converting responsive landing pages against aggressive timelines, each one from

scratch rather than from a template.

- Held visual consistency across every digital touchpoint using Figma components and Adobe Suite.
- Worked with project managers to turn business requirements into scope that could be delivered in the time available.

Real Estate Agency Vertical | UX/UI Product Designer

Apr 2022 - Jan 2023

Focus: PropTech and real estate platform

- Owned full-cycle product design for a property platform built from scratch, from research and information architecture through to final UI.
- Ran user research and stakeholder interviews with agents, buyers and managers to define core features, and proposed the ones that came out of it, most of which shipped.
- Designed search and filtering so the same record reads as a summary to a buyer and as a working document to an agent.
- Reviewed the frontend build against the design, and changed the spec where the design turned out to be the thing that was wrong.

LC Work / Login Casino UA | Junior Web Designer

Oct 2021 - Mar 2022

Focus: iGaming marketing assets and landing pages

- Designed responsive landing pages and campaign banners for the iGaming sector on a weekly cycle, supporting user acquisition campaigns.
- Kept fast marketing output inside one brand style across social, display and promotional channels.

Freelance | Web Designer

May 2021 - Oct 2021

Focus: Web design for small business and e-commerce

- Delivered end-to-end web design for small business clients, turning business requirements into responsive landing pages and interfaces.
- Ran the client relationship directly, scoping and pricing projects and delivering to agreed dates.

SKILLS

Design: User Research, Information Architecture, User Flows, Wireframing, Prototyping, Interaction Design, Responsive Design, Accessibility (WCAG 2.1 AA), Design Systems, Component Libraries, Design Tokens, Mobile UI, Motion Design

Tools: Figma (Auto Layout, Components, Variables, Interactive Prototyping), FigJam, Adobe Photoshop, Adobe Illustrator, Jira, Notion

AI in the workflow: Claude, Cursor, Figma Make

Ways of working: Agile and Scrum, sprint planning, daily standups, A/B testing, design-to-development handoff, working directly with frontend, SEO and marketing teams

Technical: HTML and CSS (working knowledge)

Domain: iGaming, Betting, Pick'em, Casino Interfaces, PropTech (SaaS), Real Estate Tech, Affiliate Marketing, E-commerce

Languages: English, Ukrainian, Russian

COURSES & CERTIFICATIONS

Mobile UI Design | Interaction Design Foundation | 2026

Visual Design: The Ultimate Guide | Interaction Design Foundation | 2025

Complete Web & Mobile Designer: UX/UI, Figma | Udemy | 2024

Figma Motion Design: UX/UI Animations | Udemy | 2023

Web Designer Professional Course | Genius.Space | 2022