



# MARAT HISMATULIN

SENIOR PRODUCT DESIGNER - UX/UI - CX - (SPANISH CITIZEN) 📍 SPAIN 📞 +34613015403

## ◦ DETAILS ◦

Spain  
+34613015403  
[hismarat@gmail.com](mailto:hismarat@gmail.com)

## ◦ LINKS ◦

[Portfolio](#)  
[Linkedin](#)

## ◦ SKILLS ◦

Ability to Work Under Pressure  
Solutions over problems mindset  
Synthesizing customer feedback  
Building design strategies  
Managing multiple stakeholders  
Initial discovery and MVP strategies  
Workshops and design sprints  
Using the power of the triad (Product, Engineering & Design)

## ◦ LANGUAGES ◦

Spanish  
English  
Russian  
Romanian

## ◦ HOBBIES ◦

Fencing  
Drone Pilot  
Drone engineering



## PROFILE

Hello! I'm a product designer with a passion for creating solutions that help people with real problems. Known for my strong interpersonal skills, I excel in building connections with people, which drives my design process. Embracing change is second nature to me, which to be honest is the tech landscape today. My goal is to leave a lasting impact on the product design landscape by helping others and achieving some awesome stuff together.



## EMPLOYMENT HISTORY

### UX / UI Designer at Open Bank, Madrid April 2024 — Present

Design System Manager in international BNPL project, called Zinia And Amazon Visa Cobranded.

- Definition and maintenance of **DSL** Primitives and Basic elements.
- Intelligent and pixel-perfect symbolization of modular and scalable components for RWD and APP.

Elaboration of explanatory documentation for delivery to the Development and Business teams.

- Definition of the behavior, micro-interactions and animations of the components.
- Maintenance, monitoring and control of the **Design System**, beyond the UX-UI department (analysis of demos, refinements with Development, QA-Testing environments).

### UX / UI Designer at Altia SL, Alicante January 2023 — April 2024

I work as a product designer working cross-functionally with engineering, research, content, and business stakeholders.

Internal at Dintel - National DSL - General Secretariat for Digital Administration (SGAD)

External at : UX / UI Designer at- Ministry of Defense

External at : UX / UI Designer at Ministry of Labor (SEPE - Spanish Public Employment Service)

External at : UX / UI Designer at - European Union Trademark and Patent Office to ensure the efficiency and effectiveness of our projects.

### UX / UI Designer at Euipo, Alicante August 2021 — January 2022

European Union Intellectual Property Office – communication departement.

EU Funded Projects such as IPKey, Arise+ IPR, CarIPI, EUGIPP and AfriPI. These cooperation projects are funded by the European Union and implemented by the European Union Intellectual Property Office (EUIPO).

### UX / UI Designer at Critix Media LLC, Alicante June 2017 — December 2021

My mission in this company was to take projects from start to finish. The final clients were public institutions such as Murcia Turism Madrid Digital Costa Blanca Org.

### UX / UI Designer at Endava Berlin (former Exozet), Berlin

May 2016 — May 2017

My work consisted in making very deep studies based on the development of design systems for public transport in Berlin BVG, Disney official store, internal applications for Volkswagen group.

### UX / UI Designer at Dyrdee Media, Berlin

September 2015 — February 2016

Research and design mobile video games interfaces for our client Wooga: Diamond Dash and Jelly Splash for Android and iOS with more than 20 million of monthly active users.

### UI/UX - Designer, Marketing Online, B2B Communication at Bartholet Maschinenbau AG, Zürich

May 2012 — April 2013

Designer and developer in big international scale projects, being responsible for the different steps of the process to completion: from conception and design to front-end development and CMS implementation.

Primary responsibilities included:

- International teamwork
- Full project responsibility
- Worldwide market study with an exclusive product without competition and without previous studies
- Development of official company brand
- Researching and designing new UI components (or evolving existing ones),
- Maintaining the Sketch library of components served to designers across the organisation,
- Creating detailed design and accessibility specifications for engineering,
- Supporting and advocating the design system adoption.

### UI / UX Product Designer at City Train GmbH, Neumarkt

April 2011 — May 2012

Designer and developer in several small scale projects, being responsible for the different steps of the process to completion: from conception and design to front-end development and CMS implementation (Wordpress).

My primary responsibilities included:

- Researching and designing new UI components (or evolving existing ones),
- Maintaining the Sketch library of components served to designers across the organisation,
- Creating detailed design and accessibility specifications for engineering,
- Supporting and advocating the DSL



## EDUCATION

### Level 5 Pearson BTEC HND, Creative Media Production, Murcia

September 2008 — September 2012

International School of Design



## COURSES



### UX UX Google, Google

February 2024 — March 2024



### Foundations of User Experience (UX) Design, Google

November 2023 — December 2024



### Bootcamps UI UX, Memorisely

February 2023 — June 2023



### UX Research, Meta

June 2023 — August 2024



## INTERNSHIPS



### Graphic Web Designer at Rh Tour

July 2010 — March 2011

Front-end developer focusing on HTML and CSS for various cross-department projects of different scale which involve a range of technologies, from static prototyping to tailor-made WordPress and Symfony solutions.



## EXTRA-CURRICULAR ACTIVITIES



### Santander Group, Madrid

May 2024 — Present

Running DEI based metrics

- Setting up events related to diversity and inclusion
- Running pulse surveys to understand DEI issues
- Taking issues to leadership for solutions and steps