Ivan Dendak

UI/UX Designer

Websites, mobile apps and game interfaces · AI prototyping

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Profile

I design interfaces for websites, mobile apps and games, from user flows to visual concepts and interactive prototypes. I work through product logic and propose solutions that account for team constraints. I actively use AI in design and to build working products, setting up agent environments, defining tasks and directing implementation.

Experience

KAIF GAMES

UI/UX Designer · Jun 2026 - Present

- Designed interfaces for systems in a social mobile online game, including in-game apps, HUDs, factions, mini-games and quick-command tools. Most completed interfaces were implemented in the game.
- Developed user flows, screen structures and interface states, accounting for game mechanics, limited mobile screen space and surrounding controls.
- Worked independently with incomplete requirements, clarifying logic and technical constraints with the game designer and developers, then proposing and agreeing on solutions.
- Created visual concepts for new interfaces within the game's visual style. Combined AI generation and manual refinement to produce consistent graphics and game assets.

Grabr Inc.

Graphic & UI Designer · Jan 2023 - Jun 2026

Grabr connects shoppers with travelers who deliver purchases. GrabrFi is a fintech product.

- Redesigned the GrabrFi website in collaboration with the design lead, updating its visual style, reworking the homepage and contributing to internal pages for different product audiences.
- Designed the mobile version of the website and reviewed the implementation, providing feedback on spacing, styles and other differences from the designs.
- Designed onboarding screens for the mobile app, arranging layouts and interface graphics and refining solutions based on feedback from the design lead and other team members.
- Created an icon set for GrabrFi that was used in the mobile app and on the website.
- Produced visual materials for Grabr and GrabrFi, designing multi-slide carousels about product features and updates, structuring information and maintaining each brand's distinct visual style.

Freelance

UI/UX & Graphic Designer · 2017 - Present

- Designed landing pages, multi-page websites, online stores and mobile interfaces across industries, from local businesses to digital products.
- Planned page structures and user flows, creating visual concepts and mobile versions of interfaces.
- Created advertising banners, social media and channel graphics, covers and publication visuals, maintaining a consistent brand style.
- Worked directly with business owners to clarify needs, propose and explain solutions, and agree on designs. Maintained ongoing client relationships, developing new pages and materials as their projects grew.

Earlier experience

Domini Games

Game UI Adaptation · Sep 2020 - Apr 2021

- Adapted PC game interfaces for phones and tablets, including main menus, settings, dialogue boxes and in-game panels.
- Reworked layouts, element sizes and typography for smaller screens. Manually refined complex decorative graphics in Photoshop, preserving the original style and visual quality.
- Independently adjusted UI positioning through game project files and handed adapted scenes to developers for review.

Plastilin Art

Web Designer · May 2018 - Aug 2019

- Designed online stores and corporate websites, including homepages, internal pages, catalogs, product pages, forms and mobile versions.
- Developed visual directions around business needs, collecting references and moodboards, proposing styles or extending clients' existing brand identities.
- Structured pages using client-provided content and refined solutions with the project manager. Worked directly with developers, reviewed implemented pages and provided design feedback.

Skills

UI design - Web and mobile interfaces, Game UI, HUDs, adaptation to different screen sizes.

Interaction design - User flows, wireframing, interface states, interactive prototyping.

Visual design - Design concepts, composition and typography, product visual styles, graphics and assets.

AI - Functional prototypes built with AI, agent environment setup, coordination of agents, graphics generation.

Design review - Reviewing implemented interfaces, identifying differences from designs and providing feedback to developers.

Tools

Design - Figma - UI layouts, Auto Layout, prototyping.

Primary AI tool - Codex.

Additional AI tools - Figma MCP, Claude, Claude Code.

Graphics - GPT Image, Midjourney, Adobe Photoshop.

Project tools - GitHub.

Education & training

Form Factor · 2026 - UX and research in product design.

Perasperadastra · 2023 - Web design, UI and UX fundamentals.

UPROCK · 2020 - Web design, UI and UX fundamentals.

Languages

English - B2 · Russian - Native