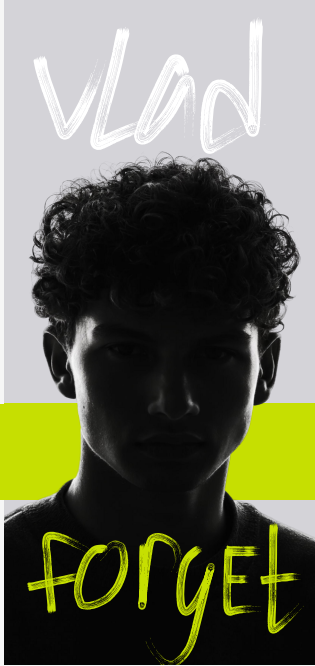


RESUME



VLAD FORGET

PRODUCT DESIGNER

Bē



/Email

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/Phone

+971 75 206 6004

/Location

UAE, Abu Dhabi



/Who am I?

Yes, I work under an alias — Vlad Forget — not because I'm hiding, but because a good name is just another piece of product design. I don't make things pretty; I make people forget what friction feels like. Design, for me, is psychology wearing a grid system: less portfolio shot, more what happens to a real person at 11pm, tired, one bad tap from uninstalling. No design-by-committee, no "premium" without a definition. Proof below.

/Skills

- UX Research & User Interviews
- Interaction Design & Prototyping
- Design Systems & Component Architecture
- Information Architecture
- A/B Testing & Data-Driven Iteration
- Cross-Functional Collaboration
- Visual & UI Design
- Product Strategy & Business Alignment

/Experience

Axius

Product Designer (06.2025 - Now)



Designed the discovery layer for a Telegram Mini App connecting users to Web3 — NFTs, games, fintech tools — all without leaving the chat window. The real challenge wasn't making crypto look friendly; it was making it feel like it belonged inside an app people use to talk to their mom. Owned onboarding, navigation, and the core UI kit, turning "what is Web3" into "oh, I get it" before users had a reason to bounce. Designed for an audience that swipes fast and forgives nothing.

/Weapons of Choice



/Education

Two degrees, two completely different worlds — tech innovation and IP law — and somehow both turned out to be exactly what I needed. One taught me how ideas become products; the other taught me how to protect and own what you build.

ITMO UNIVERSITY

Technology Management and Innovation

2020-2024

ITMO UNIVERSITY

Strategic Management of Intellectual Property

2024-2026

NBK

Product Designer (06.2025 - 03.2026)



Designed the full interface for a football game built as a Telegram Mini App — from first tap to final whistle. Owned the entire product design process: game screens, navigation, match flow, and all the moments in between where a good interface either keeps someone playing or loses them to their group chat. Built for an audience with zero patience and a thumb already hovering over the back button — every screen had to earn its place. The product is still in development, so I can't share a live link yet — but the groundwork's solid, and it's shaping up to be worth the wait.

ITMO UNIVERSITY

Product Designer (10.2023 - 12.2024)



ITMO is a sprawling ecosystem of departments and digital tools that all needed to look like they belonged to the same institution instead of five different decades. Over nearly three years, I designed and shipped websites and applications across that landscape — student platforms, administrative tools, program pages — each with its own audience and its own way of testing a designer's patience. Not glamorous work, but it taught me how to design for people who didn't choose to be there and just need the thing to work.