

Anastasiia Sihetii

Design Engineer, Product Designer

Uzhhorod, Ukraine · Remote

sihetii.com

linkedin.com/in/anastasiia-sihetii

github.com/AnastasiiaSihetii

anastasiia.sihetii@gmail.com

Summary

A product designer working as a design engineer. I have 5+ years designing product interfaces across agency, startup, and enterprise environments, most recently at OneReach.ai — a UI builder and an agent-based task platform for enterprise users.

On my current product I own the whole front end: product decisions, a design system in code, and the React and Next.js that ships to production, no handoff. My workflow is AI-native with Claude Code.

Beyond the work: I've mentored two designers and advised a product team at Yappi Global on AI-integrated design workflows. I write about AI in design for DOU and High Bar Journal, and speak at meetups — most recently with IT Cluster Transcarpathia.

Skills

Design Engineering (design → shipped code), Product Design (UI/UX), Design Systems in Code, AI-Native Interface Design, Accessibility (WCAG 2.1 AA), Information Architecture, Prototyping in Code, Motion & Micro-interactions, Product Discovery

Frontend: React, TypeScript, semantic HTML, modern CSS — Next.js, Tailwind CSS, Base UI, Motion, next-intl. I build and ship production UI in an AI-native workflow (Claude Code).

Design: Figma (mastery of Auto Layout, Variables, Components, Figma MCP), FigJam.

AI Development: Claude Code, Claude in Chrome, Gemini, GPT.

AI Prototyping: v0, Lovable, Bolt, Figma Make, Claude Design.

Ship & Collaborate: Git, GitHub, Vercel, Jira, Notion.

Experience

Design Engineer

Confidential · Full-time, Germany, remote | Jul 2026 — Present · 2 mos

A B2B2C AI career-guidance platform for the German-speaking market. An AI advisor holds a conversation with the user, diagnoses their skill profile, and ends with a next step: a retraining course, or jobs they already qualify for.

- Turned a generated prototype into a product: 21 loose screens sharing almost nothing became one system, designed and shipped by one person with no handoff in between.
- Design and ship the production front end — Next.js, React, TypeScript, Tailwind CSS, responsive, in German and English. Deployed on Vercel. 58 commits in the first four weeks.
- Replaced 36 ad-hoc components with a design system of 84 in code, with full states and design tokens, so a new page is built rather than redrawn.
- Cut navigation from 8 sections to 4 — a structure the planned mobile app reuses.
- Brought the product to WCAG 2.1 AA against a dated audit baseline: 191 contrast failures fixed at the token level, keyboard and focus handling throughout.

Product Designer

[OneReach.ai](#) · Full-time, Ukraine, Kyiv | Oct 2023 — Jun 2024 · Jul 2025 — Jul 2026 · 1 yr 10 mos

An enterprise conversational AI platform: companies design and automate complex customer communication flows across chat, voice, and digital channels.

- Designed a UI builder for enterprise users — 45 screens from information architecture to shipped interface, halved from 90 after usability testing simplified the UI and the logic.
- Designed a skills-based task platform: agent chat, the UI for three task-executing skills, and settings.
- Made performance reportable: a dashboard of how agents and skills perform, who uses which, and how much.
- Grew the shared design system and wrote the style guidelines all three designers work against, so patterns hold across products instead of being redrawn per team.
- Brought AI into the team's design process: Claude Code, Gemini, Figma Make, v0. Cutting research and prototyping from three days to three hours.
- Documented interaction logic and design decisions so the product's reasoning survives handoffs.

Product Designer

[Ready To Touch](#) · Part-time, Ukraine, Kyiv | Oct 2021 — Jun 2025 · 3 yr 9 mos

- Led end-to-end product design for an anonymous hiring platform — candidate, recruiter, and admin, from discovery to final delivery.
- Ran competitor research and usability testing to define the UX strategy before requirements were scoped.
- Built the prototypes, data-rich dashboards, and UI kit, and validated workflows through hypothesis testing.

Graphic & UI Designer

[Trendda Limited](#) · Full-time, Liechtenstein | Nov 2021 — Feb 2023 · 1 yr 4 mos

A digital marketing agency. Over a year and a half, I gave a series of businesses their entire visual language — coaches and skincare brands, crypto and investment firms, real estate, and B2B manufacturing.

- Built brand identities from the ground up: logo, style guide, and visual system. Then carried each one into everything the business puts out: social media templates, ad creatives for Google and Facebook Ads, presentations, brochures, and business cards.
- Left the design team a faster start: Figma file templates per project type and the logo and branding briefs the whole team used after me.

Publications and speeches

Contributor at High Bar Journal by Genesis Tech: ["Claude Design, Figma Make, and Canva Magic: a big test drive of AI tools"](#)

May 2026

Author at DOU: ["Design system with Figma MCP and Claude Code: how to reduce manual work"](#)

April 2026 · 7200+ views

Author at DOU: ["AI in everyday design tasks: from brief to prototype in hours"](#)

March 2026 · 1700+ views

Speaker at UX/UI Design Meetup: ["AI tools in UX/UI daily design process: practical cases"](#)

IT Cluster Transcarpathia · Offline · Feb 2026

Languages

English — B2, professional working proficiency, Ukrainian — Native, C2