Elena Matveeva

UX designer by training. *Product manager by choice.* AI-augmented, end to end.

Den Haag, NL / Mechelen, BE / Dutch citizen, no sponsorship needed
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I own the parts of product work that get skipped under deadline pressure: the stakeholder interview that surfaces the real ask, a PRD detailed enough that engineering doesn't have to guess, an accessibility pass that isn't an afterthought. 12+ years in product design gave me an unusually strong foundation for this, and AI-assisted workflows mean I can do that thoroughness fast, not instead of it.

CORE SKILLS

Product & Project Management
PRD Authoring & Requirements Gathering · Stakeholder Interviews & Alignment · Cross-Functional Team Leadership · Roadmap & Prioritization · Agile / Lean UX Process Ownership · Client Review & Comment Cycles

AI-Augmented Workflows
AI-Assisted PRD Facilitation (Claude, GitLab-based review) · AI-Assisted Prototyping (Claude Code, Claude Design, Lovable, CodeSandbox) · Prompt Engineering · Rapid Concept-to-Prototype Delivery

UX Foundation
User Research & Usability Testing · Information Architecture · Design Systems & Component Libraries · Data Visualization · Accessibility (WCAG 2.1 AA)

Tools & Process
Figma · Storybook · Git / GitLab · Jira · Human-Centered Design · Agile · Atomic Design

WORK EXPERIENCE

AI Product Manager – ProSense (Digital Agency)
Jun 2026 – Sep 2026 | Remote

– Owned the product requirements process for internal projects and enterprise clients (including Novacard, Skala-R, and Rubytech), from structured stakeholder interviews to signed-off one-pagers and full PRDs, drafted with an AI-assisted facilitation workflow.
– Managed client review cycles on a dedicated PRD portal, triaging comments and closing feedback loops directly in the document.
– Contributed to cross-functional hiring: evaluated technical test assignments and prepared interview criteria for QA hires, aligning product needs with team growth.

Senior UI/UX Designer – Self-Employed
Dec 2023 – Present | Worldwide Remote

– Take SaaS, web, and mobile client engagements from discovery and requirements to high-fidelity handoff, as the primary point of contact between client stakeholders and engineering.
– Use AI-assisted workflows (Claude AI, Lovable, CodeSandbox) to compress concept-to-working-prototype timelines from weeks to hours, de-risking scope decisions before engineering investment.

Senior UI/UX Designer – Toptal
Jun 2024 – Present | Worldwide Remote

– Partner directly with CEOs and product teams, owning the discovery → design → test → iterate cycle for B2C mobile products.
– Translate business goals into mobile-first product strategy and interactive prototypes engineering teams can build from without ambiguity.

Senior UI/UX Designer – RiskOptics (ZenGRC)
Dec 2022 – Dec 2023 | US Remote

– Led a full redesign of the analytics platform, from requirements through delivery, simplifying compliance workflows for a B2B SaaS audience, and acted as the design-to-engineering bridge, specifying requirements and edge cases to reduce rework.
– Worked on the platform's Material UI-based design system: style guide and core components.
– Served as key stakeholder representing user needs in the build of an internal ERP system, working directly with engineering leadership.

Lead Designer – Radom Network
Apr 2022 – Nov 2022

– Led product design for Access Leasing, a Web3 marketplace for leasing access to hardware, compute, and APIs, paid in crypto on Arbitrum: lease offers, wallet checkout, lease management, and cancellation. Launched.
– Built the responsive page templates, mobile to desktop, that the product's screens used.

Marketing & UX Team Lead – ENC Security
Aug 2018 – Oct 2019 | EU Hybrid

– Led a cross-functional product team of 2 designers and 3 developers delivering B2B data encryption software for iOS and Android; owned the intersection of UX and QA across the release roadmap.
– Set and executed a company growth strategy bridging product, marketing, and business objectives, reporting outcomes directly to leadership.

EARLIER EXPERIENCE

Senior UI/UX Designer – EPAM Systems (2017–2018): web/mobile interfaces in close technical collaboration with engineering; documented cross-platform design guidelines. | **UI/UX Designer – Messapps** (2016–2017): led corporate website redesign with SEO and analytics-driven iteration. | **UI/UX Designer – Car Auction Platform** (2014–2016): user research and competitor analysis informing product requirements.

CURRENTLY DEVELOPING · LANGUAGES · METHODOLOGIES

Currently developing (2025–2026): AI-Assisted Product Management · Agile / Scrum Fundamentals · HTML & CSS · React Basics · Prompt Engineering · Stakeholder Roadmapping

Languages: English – Fluent · Russian – Native · Belarusian – Native · Dutch – Beginner (actively improving)

Methodologies: Human-Centered Design · Lean UX · Agile · Design Thinking · Atomic Design · PRD-Driven Delivery