



LAURA YEGHIAZARYAN

Sr. UI/UX designer

Senior UI/UX Designer with 5+ years turning complex requirements into intuitive, high-fidelity interfaces for web and mobile. I've led design systems, mentored junior designers, and partnered closely with engineering and product to ship consistent, user-centered experiences – grounded in an academic background in Human-Computer Interaction.

EDUCATION

- BAUHAUS-UNIVERSITÄT WEIMAR** OCT 2024 - PRESENT
Master Of Science | Human-Computer Interaction
- UNIVERSIDAD DE MÁLAGA** SEP 2025 - FEB 2026
Exchange Semester | Telecommunications Engineering
- NATIONAL POLYTECHNIC UNIVERSITY OF ARMENIA** SEP 2020 - JULY 2024
Bachelor In Informatics | Computer Engineering
- NATIONAL POLYTECHNIC UNIVERSITY OF ARMENIA (COLLEGE)** SEP 2016 - JUNE 2020
Diploma | Software For Computers And Automated Systems
- TUMO - CENTER FOR CREATIVE TECHNOLOGIES** 2014 - 2017
Graphic Design | Web Design | Animation | Programming

EXPERIENCE

- BRAIN ROCKET** APR 2025 - PRESENT
Senior UI Designer - Remote
 - Own end-to-end UI design for web and mobile products, from concept and wireframes through high-fidelity interactive prototypes
 - Collaborating with UX designers, developers, and product managers to translate requirements into pixel-perfect, dev-ready designs
 - Lead design system adoption across the team, mentoring junior designers and reducing design inconsistency across products
 - Run UI audits on existing products, identifying and resolving usability issues that improved visual consistency
- 4RABET** SEP 2024 - APR 2025
Senior UI/UX Designer - Remote
 - Leading the end-to-end design process, from user research and wireframing to prototyping and high-fidelity UI design
 - Built and maintained a design system used across the brand, cutting design-to-dev handoff time and improving visual consistency
 - Translated complex user journeys and business requirements into clear, high-conversion interfaces
- GALAXSYS** JAN 2022 - AUG 2024
Mid UI/UX Designer
 - Conducted user research (interviews, usability testing, etc.) to inform design decisions across products
 - Designed wireframes and interactive prototypes that reduced design iteration cycles / improved stakeholder sign-off speed
 - Contributed core components to the team's design system, enabling faster, more consistent scaling across new features
 - Collaborated cross-functionally with engineering and product to align on goals and ship solutions on schedule
- UPWORK** JAN 2021 - APRIL 2024
UI/UX Designer - Freelance
 - Delivered visual design and UX improvements for clients across B2B, B2C products from initial concept to final handoff
 - Redesigned existing websites and applications, improving usability and modernizing outdated interfaces
 - Managed client relationships independently – translating vague briefs into concrete, shippable designs
- WAMYS** JAN 2021 - AUG 2021
Product Designer - Remote
 - Designed wireframes, prototypes, and mock-ups that aligned stakeholders before development began
 - Maintained design consistency across products by defining and documenting interaction patterns
 - Wrote design specifications that reduced ambiguity for the development team during handoff
- TEAM TELECOM ARMENIA** OCT 2020 - DEC 2021
Sales and Customer Care Specialist
 - Provided exceptional customer service through various channels
 - Used CRM tools to maintain accurate records supporting team-wide reporting
- VEON • INTERNSHIP** APR 2019 - JUN 2019
Frontend Developer
 - Built responsive, user-friendly web features using HTML, CSS, Bootstrap, and JavaScript
 - Applied senior developer feedback iteratively to improve code quality and front-end best practices
- NORDIC WAVES GROUP** JAN 2026 - APR 2026
UI/UX Developer - Remote

CONTACT DETAILS

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- laurayeghiazaryan.com
- Weimar, Thuringia, Germany

TOOLS & SKILLS

Figma, Adobe XD, Illustrator, Photoshop, Sketch, AI Tools, Git, HTML, CSS, Wireframing, Prototyping, UX Research, User Testing, Agile Unity

LANGUAGES

- Armenian - Native
- English - C1 (IELTS Certified)
- Russian - C1
- German - A2
- Spanish - A1

CERTIFICATIONS

- Udemy
- The Interaction Design Foundation
- Coursera / Google
- LinkedIn Learning

SOCIAL LINKS

- [Bē](#)
- [in](#)
- [Portfolio](#)

HIGHLIGHTED PROJECTS

BACK OFFICE DESIGN SYSTEM
Owned research, design, and testing across the full lifecycle for the company's core back-office product. Built a comprehensive design system on Ant Design to unify a multifunctional, previously fragmented interface, validating decisions through structured prototyping before rollout.

- Design systems · Prototyping
- Cross-functional validation

STARLIGHT - CRASH GAME UI/UX
Designed the information architecture and end-to-end UI for a real-time crash game, translating a fast-paced betting mechanic (rising odds, live cash-out decisions, boost events) into an interface players could read and react to instantly.

- IA for real-time interactions
- iGaming UX · High-fidelity UI

NINJA CRASH - AWARD-WINNING GAME UI/UX

Led design from concept through final UI for a crash-style game, using iterative user research to shape a distinctive theme and mechanic. The game went on to win multiple industry awards.

- End-to-end design ownership
- User research · Industry recognition