

LAURA YEGHIAZARYAN

Sr. UI/UX designer

A designer with 5+ years turning complex requirements into intuitive, high-fidelity interfaces for web and mobile. I move fluidly across domains – iGaming, ed-tech, enterprise systems, and HCI research – bringing the same instinct to each: understand how people actually behave, then design for that. I've led design systems, mentored junior designers, and increasingly use AI throughout my workflow to shorten delivery time without cutting corners on research. Grounded in an academic background in Human-Computer Interaction.

CONTACT DETAILS

- +49 152 26227301
- laura.egiazaryann@gmail.com
- laurayeghiazaryan.com
- Weimar, Thuringia, Germany

EXPERTISE

- UI Design
- UX Research
- Interaction Design
- Information Architecture
- Design Systems
- Wireframing & Prototyping
- Human-Computer Interaction Research
- User Testing
- AI-Assisted Design Workflows
- Cross-functional Collaboration

TOOLS

- Figma, Adobe XD, Sketch
- Photoshop, Illustrator
- AI design tools, Git
- HTML, CSS

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

VIRTUAL TRY-ON RESEARCH
Independent research project developing a privacy-first approach to virtual clothing try-on – concept, information architecture, full user flow, and a technical approach for handling large volumes of user data safely.

- HCI Research · Privacy-First Design
- Concept to Implementation

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

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

- NDA**

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

VOLUNTEERING

- NORDIC WAVES GROUP**

JAN 2026 – APR 2026

UI/UX Developer – Remote