

Nikita Barzii

UX / Product Designer

Warsaw

<https://barzii.design/>

nikita@barzii.design

[LinkedIn: @nikita-barzii](#)

EXPERIENCE

Barzii.Design (branding, ux/ui design, workshops, consulting, cro)

Product Designer | Jun 2023 - Present

Bridge Studio (branding, ux/ui design, workshops, studio)

UX / UI Designer | Apr 2024 - Present

Onafriq (fintech, enterprise)

Product Designer | Apr 2024 – Apr 2025 | <https://onafriq.com/>

As part of the team:

- Redesigned UX for a pan-African payments platform (500M+ users, 40+ countries), cutting task completion time by 40–60% and reducing errors by 30%.
- Boosted user satisfaction from 4.1/10 to 8.5/10 and improved perceived clarity/usability by 40%.
- Led mobile-first redesign, unified data access, and built a scalable design system for 1,300+ payment corridors.
- Collaborated cross-functionally to align design with business goals, delivering quick wins under stakeholder pressure.

Benchmark Mineral Intelligence (renewables, enterprise)

UX / UI Designer | Sep 2024 | <https://www.benchmarkminerals.com/>

As part of the team:

- Uncovered 117 usability issues (34% critical) via heuristic evaluations and 150+ user session analyses, prioritizing accessibility and data discoverability.
- Boosted engagement: 15% longer sessions and 24% more active users for the chart builder feature.
- Fixed accessibility issues, enabling full keyboard navigation and improving compliance for visually impaired users.
- Reduced cognitive overload and added contextual insights for faster decision-making.

Era Ophthalmica (health, therapy, startup)

UX / UI Designer | Apr 2025 | <https://www.eraophthalmica.com/>

As part of the team:

- Designed a mobile-optimized website for a medical startup, increasing average visit time to 6m 40s and boosting clinical trial sign-ups by 27%.
- Cut task complexity from 5+ taps to ≤2, using central-first visual hierarchy and single-tap menus for users with CVL.
- Translated stakeholder insights and analytics into mobile flows within one development cycle, maintaining user-centric design under tight deadlines.

Root Innovation (it, development, studio)

UX / UI Designer | Nov 2024 – Jan 2025 | <https://rootinnovation.dev/>

As part of the team:

- Delivered a full mobile-optimized redesign during a company rebrand, cutting time-to-ship to 4 weeks while maintaining complete stakeholder alignment.
- Increased user satisfaction from 3/10 to 9/10, with users completing critical tasks without abandoning the site after 1 minute.
- Reduced site abandonment by 20% compared to the previous design, through improved stakeholder communication, formalized user testing, and requirements validation.

CERTIFICATIONS

- IBM | Enterprise Design Thinking Co-Creator | [Credential](#)
- IBM | Enterprise Design Thinking Practitioner | [Credential](#)
- Coursera | Google UX Design Specialization | [Credential](#)
- Baserow | Baserow Expert | [Credential](#)

HARD SKILLS

- User Experience
- Product Design
- Visual Design / UI
- User testing / Research
- Design Systems
- Responsive Design
- Illustration

SOFT SKILLS

- No drama, easy to work with
- Organized, manages time well
- Collaborates well with engineering
- Adaptable to challenging constraints
- Business impact mindset

SOFTWARE & APPLICATIONS

- Figma / FigJam
- Adobe Creative Suite
- Sketch
- JIRA / Asana / Monday
- Miro
- Rive
- MidJourney, Krea
- Mistral, ChatGPT, Perplexity
- n8n
- Cherry Studio
- Baserow