

Dias Nurbergenov

Product Designer (UX/UI)

Astana, Kazakhstan | Open to relocation within Europe | Remote collaboration

diasnkteam@gmail.com | +7 775 670 58 05

Portfolio: diasnurbergenov.com | LinkedIn: linkedin.com/in/diasnkteam

SUMMARY

Product Designer with 4+ years of experience designing and shipping B2B SaaS, AI-powered, and consumer web/mobile products. Strong in 0-1 product design, scalable design systems, prototyping, user research, and cross-functional delivery with founders and engineering teams.

EXPERIENCE

Product Designer

Ronin Agency | Remote, Full-time | Mar 2026 - Present

- Designed end-to-end products across 4+ domains - fintech, EdTech, gaming, and digital assets - and 3 product types: mobile apps, SaaS platforms, and websites.
- Owned discovery, user flows, wireframes, prototypes, high-fidelity UI, stakeholder-ready presentations, design handoff, and 3D-enhanced visuals for international and CIS client projects.

Lead UX/UI Designer

Blink AI | Hybrid/Remote, Full-time | Sep 2024 - Feb 2026

- Led 0-1 product design for an enterprise AI communication platform built for organizations of 1,000-10,000 employees, covering web, desktop, in-call, and on-premise workflows.
- Built a 2-theme light/dark design system across 3 product surfaces, improving UI consistency and engineering handoff through reusable components, patterns, and product documentation.

Middle UX/UI Designer

RizeUp | Hybrid/Remote, Full-time | Jan 2024 - Aug 2024

- Owned UX/UI design from user flows to production handoff and helped ship the iOS/Android app to 2 stores: App Store and Google Play.
- Designed 6+ core modules - progression map, workout flows, rewards, leaderboard, shop, and profile - plus 3 landing pages for install, product explanation, and brand storytelling funnels.

Junior UX/UI Designer

Nimbl | On-site, Full-time | Sep 2022 - Dec 2023

- Designed web and mobile experiences across 3 marketplace areas: creator, investor, and product discovery flows for a social platform and creator marketplace.
- Created user flows, interface designs, prototypes, and product iterations for tokenized and digital-asset creator support experiences.

EDUCATION

M.Eng., L.N. Gumilyov ENU - Programmable Electronics in IoT.
B.Sc., Astana IT University - Software Engineering.

SKILLS AND TOOLS

Design: Product Design, Product Discovery, UX/UI Design, User Research, User Flows, Information Architecture, Wireframing, Prototyping, Interaction Design, Design Systems, Usability Testing, Accessibility, Stakeholder Management, Engineering Handoff.
Domains: B2B SaaS, Enterprise UX, AI-powered Products, Mobile Apps, Web Platforms, Dashboards, Landing Pages, Fintech, EdTech, Digital Assets
Tools: Figma, Framer, Spline, Blender, Adobe Photoshop, Adobe Illustrator, AI-assisted ideation and visual exploration.

LANGUAGES

English (IELTS 6.5), Russian (Native), Kazakh (Native).