

Valentine Zubkov

Design Engineer

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Summary

Design Engineer with 10+ years developing and shipping B2B and consumer products across web and Apple platforms. Owns user experience end-to-end: from individual component states to the finished product, grounding decisions in data and designing clean high-craft interfaces that are both accessible and engaging. Accelerates feature delivery through robust design systems, flexible UI architecture and pragmatic, outcome-targeted development.

Launched four production microservices within a large corporate ecosystem. Shipped five MVPs for multiple international startups. Designed and published four multi-platform iOS/macOS apps on the App Store. Built and scaled two cross-platform design systems from scratch. Currently developing and maintaining a proprietary Swift design framework with MCP integration for Codex and Claude Code.

Professional Experience

The Freak Company

Bali, Indonesia

Design Engineer, 2023 to Present

Owns end-to-end design, engineering, and distribution for four multi-platform Apple applications in the Freak Apps bundle (personal finance & fitness), the bookmark manager and web launchpad Tinypad, and the design framework FreakUI. Takes products from early exploration through production release, with a strong focus on interaction quality and system integrity.

- Built and launched Tinypad in React and TypeScript, reaching 150%+ average month-over-month user growth, 60%+ average month-over-month revenue growth, and 1.4x ROAS as of August 2026. It uses MongoDB, is deployed on Vercel, and handles payments through Paddle.
- Designed and shipped complete product experiences across the Freak Apps bundle in Swift/SwiftUI, owning features from research and UX through App Store-ready production code.
- Architected scalable application foundations using MVVM, dependency injection, and programmatic navigation, enabling smooth performance, fast iteration, and long-term maintainability.
- Built a privacy-aware, real-time data layer using Firebase (Authentication, Firestore, Storage, security rules) to support secure cross-device synchronization and consistent state management.
- Authored and published FreakUI, an open-source SwiftUI framework providing reusable components, theming, navigation, accessibility, and interaction patterns for faster Apple-platform development. Packaged FreakUI for Codex and Claude Code, exposing shared skills through an authenticated production MCP service.
- Continues to iterate deeply on interaction details, transitions, and state handling to ensure shipped experiences feel cohesive, intentional, and polished.

BlockTrust

Hong Kong

Senior Product & UX/UI Designer, 2023

Led Design & Discovery across revenue-critical products on chain distributing Proof of Ownership and Proof of Authenticity in fintech, customer engagement, and sports. Owned user experience and interface direction with a focus on clarity and measurable outcomes.

- Designed BrandPay's connected brand, customer, venue, and wallet experiences for 20+ campaigns across 12 brands, which reported 1.5M+ social media engagements from June to August 2023.
- Accelerated client onboarding and feature delivery by ~30% by building and maintaining a scalable design system across Figma, Storybook, and Notion.
- Improved predictability between clients, internal teams, and external partners by introducing a circular knowledge-sharing system.
- Partnered closely with engineers to translate design intent into pixel-accurate, system-driven implementations.
- Provided hands-on UI guidance across smaller initiatives, improving engagement and conversion through clearer flows while raising overall interface quality and consistency.

Stimul

Moscow, Russia (Remote)

Product Owner, 2023–2025

Senior UX/UI Designer, 2021–2022

UX/UI Designer, 2021

Owned product strategy, discovery, and interface design across four production microservices within a large corporate ecosystem.

- Designed a unified management, analytics, and control center for executive leadership overseeing 300 teams across five regions, supporting 15 concurrent campaigns. Translated strategic objectives into clear, actionable management workflows.
- Built and scaled a design system spanning 14 connected modules, 100+ UI components, and 50+ user flows, improving interface consistency across services.
- Reduced feature lead time from task assignment to release by up to 20%, by integrating fast feedback loops, reduced annual development costs by ~15% by systemizing design processes and cross-team collaboration.
- Reduced designer onboarding time by ~60% through 1:1 workshops, hands-on mentorship, and closer collaboration between design and engineering.

Freelance

Global

UX/UI Designer, Product Manager, Project Manager, 2017–2022

Worked remotely with early-stage founders across real estate, interior design, fintech, marketplaces, and social products.

- Delivered five MVPs while contributing to eight global startups by defining product scope, information architecture, user flows, interactive prototypes and responsive interfaces.
- Reduced time-to-market by prioritizing features, clarifying requirements, and coordinating delivery directly with founders and engineers.

Skills

0→1 Products

Complete cycle of software development & marketing

Product & User Experience Design

User research, Customer development, Design & discovery, Customer journey maps, User interviews, User journeys, User flows, Hand-drawn interface sketching, Wireframing, Prototyping, A/B Testing, Product metrics analysis, Data-driven design

User Interface Design

High-craft user interface design, Accessible design, Motion design, Mobile interfaces, Tablet interfaces, Responsive web interfaces, Dashboards design, High-complexity interfaces, Big data visualization, Maps interface design, Typography, Colors, Icons, Scales, Developer handoff

Design Systems & UI Architecture

Cross-platform design systems, Design systems as MCP, Design systems in code, Design-to-code workflows, Reusable component libraries, Design frameworks, Component APIs, Documentation

Agentic Engineering & AI-Assisted Design

Orchestration, Loop engineering, Agentic prototyping, Agentic development environments, MCP integrations, Skill development, Plugin development

Application Architecture

Dependency injection, MVVM, Programmatic navigation, State-driven UI, Secure authentication, Real-time data synchronization, Performance-conscious UI development

Apple Development

Swift, SwiftUI, UIKit, Core Data, SwiftData, CloudKit

Frontend Development

React, TypeScript, JavaScript, HTML, CSS

Integrations, Frameworks & Tools

Vercel, App Store Connect, Cloudflare, Firebase, Google Cloud Console, Next.js, MongoDB, Neon, WorkOS, Better Auth, OpenAI Development Platform & Codex, Claude Console & Claude Code, Paddle, RevenueCat, Resend, OVHcloud, GitHub, GitLab, Greptile, Figma, Krea, LoRA, Higgsfield, Linear, Notion

Education

Russian Academy of National Economy and Public Administration

Saint Petersburg, Russia

Master of Management Strategy, 2011–2017