

Artem Mokin

Senior Product Designer for complex operational products. 5 years of experience designing B2B/B2E logistics platforms, internal tools, geospatial workflows, and design systems. I turn role-heavy operational processes into clear, scalable products and help teams ship them faster

artemmokin.com • [LinkedIn](#) • mokinnart@gmail.com

Experience

Wildberries • Senior Product Designer • Apr 2025 → Present

- Own product design for complex B2B/B2E logistics workflows across routing, fleet operations, carriers, support tools, maps, and internal systems for WB Logistics
- Work within a large-scale logistics network covering 100+ warehouses, 45K+ pickup points, and 10M+ orders per day
- Designed route planning and geospatial workflows, including service zones, polygon management, route calculation parameters, map controls, and operational edge cases
- Designed 30+ logistics features across transport requests, fleet operations, carrier workflows, operational reports, maps, and internal tools
- Co-led the structure and adoption of a domain-specific logistics design system for WB Logistics, covering 50+ components, 10+ reusable templates, UX patterns, specs, and documentation for data-heavy operational interfaces
- Built a design-task framework and reusable UX patterns for problem framing, edge cases, states, reviews, and handoff, making design decisions and implementation discussions more structured

Kontur • Product Designer • Apr 2024 → Apr 2025

- Own product design for waybill workflows in Kontur.Logistics, covering document lifecycle, statuses, roles, validation rules, signing scenarios, and electronic document management
- Redesigned a partly paper-based vehicle dispatch process into a mobile draft-and-handoff workflow for dispatchers, drivers, mechanics, and senior mechanics, reducing time between dispatcher and mechanic signing by 20%
- Designed role-based actions, validation states, edge cases, and certificate-based electronic signing scenarios for regulated logistics workflows

ekaterinburg.dev • Product Designer • Mar 2023 → Apr 2024

- Designed a B2B/B2C geodata product for city data aggregation and interactive map visualization
- Standardized map layers, filters, object cards, tokens, and documentation into a reusable design foundation
- Created reusable map UI patterns that supported the transition from MVP to production and reduced one-off interface decisions

UDV Group • Product Designer • Jul 2022 → Mar 2023

- Designed a 0 to 1 internal B2E service for employees to browse, compare, select, and apply for corporate benefits
- Owned product UX from concept to release: IA, flows, prototypes, UI, requirements, and handoff
- Structured eligibility logic, application statuses, edge cases, and HR workflow rules into a scalable interface

Freelance • Frontend Developer • May 2021 → Jun 2022

Built responsive websites, landing pages, and UI components with HTML, CSS, JavaScript, React, Git, and Figma

Education

Ural Federal University • BSc in Applied Informatics • 2022 → 2026

Ural Federal University • Programming Neural Networks • 2024 → 2025

Skills

Product Design • Complex workflows, IA, prototypes, UX writing, data-heavy interfaces, operational tools, operational UX

Design Systems • Components, tokens, variants, specs, Figma libraries, scalable patterns, handoff

Research • Interviews, usability testing, competitor analysis, task analysis

Technical • HTML, CSS/SCSS, JavaScript, Git, frontend-aware handoff

AI-assisted workflows • ChatGPT, Codex, documentation, component specs, handoff

Tools • Figma, FigJam, Framer, Jira, YouTrack, Google Analytics

Languages • Russian — Native, English — Professional working proficiency