



Nesterova Maria

March 20

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Product Designer

Work Experience

March 2025 – February 2026 | Euler Analytical Technologies

Design Lead

Responsibilities

- Led a team of designers: distributing tasks, monitoring delivery, and supporting motivation and professional growth.
- Presented design solutions and product demos to business stakeholders.
- Drove the development of multiple products, including the Andromeda analytics terminal for financial analysts and internal data and reporting systems.

Key Achievements

- Established an end-to-end workflow spanning the full decision-making chain for design tasks.
- Prepared the Andromeda terminal for market launch following a friends-and-family testing phase.
- Delivered a Telegram web app exposing the terminal's key functionality.
- Led a new standalone brand identity for Andromeda as an independent product

April 2023 – March 2025 | NRB Bank

Senior Product Designer

Responsibilities

- Analyzed user needs and business requirements.
- Designed new features for the "Investments" and "Partner Products" sections of the mobile app.

Key Achievements

- Launched a banking-plus-brokerage super-app (iOS and Android) from the ground up, supporting integration of all major asset types — cryptocurrency, real estate, deposits, and third-party brokerage portfolios.
- Delivered a redesigned, web-responsive client portal for Key Account Management and Sales staff.
- Refreshed the bank's brand presentation across promotional materials and in-app guides.

August 2021 – April 2023 | VTB My Investments

Product Designer

Responsibilities

- Gathered and analyzed user pain points and business needs.
- Designed new features for the "Exchange," "Partnerships," and "Non-Trading Operations" sections of the mobile app.

Key Achievements

- Launched an advanced screener for filtering stocks and bonds.
- Delivered a fully functional Apple Store application despite sanctions-related restrictions.
- Launched securities transfer functionality (custodial operations).
- Designed an MVP application for the German market.

June 2019 – July 2021 | Cofactor CI

UX/UI Designer

Responsibilities

- Designed user flows and conducted usability testing on prototypes.
- Developed design concepts and UI kits for client projects.
- Tested and refined products ahead of client delivery.

Key Achievements

- Launched an MVP app for asthma patients, later acquired by a pharmaceutical company.
- Launched an MVP app for doctor–patient communication, acquired by an oncology pharmaceutical company.
- Launched a rewards platform for physicians, reaching approximately 150,000 daily active specialists.

Education

2013 | British Higher School of Art and Design, Moscow

Fashion Designer (BA)

2009 | Moscow State Mining University, Moscow

Mining Engineering (Specialist)

Professional Development

2023 | Vetrov

Design Management Patterns

2022 | BBE

UX Research

Profile

Product designer with 9+ years of experience in digital product design. Began my career as a graphic and web designer at an agency, working with clients ranging from pharmaceutical companies to mid-sized businesses in the food and hospitality sector. I currently hold the position of Senior Product Designer, leading the development of NRB's super-app and its internal services, including a sales-facing CRM platform and a referral portal.

Core competencies — UX design and research: I build user flows of varying complexity grounded in user research and interviews, work confidently with typography, composition, color, and form, and develop visual concepts from scratch. I structure the feature-development process across different product stages and continuously refine the design process itself. My approach is product-centric, balancing business objectives with development constraints.

Instagram

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