

Product Designer

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About

Innovative Product Designer with about 8 years of experience crafting intuitive, user-centered digital products. Skilled in user research, wireframing, and prototyping in Figma. Proven track record of improving user engagement and product accessibility by aligning aesthetic design with strategic business goals.

English Skill Level

(B2) Upper Intermediate

Design Tools/Skills

Figma, Framer, WebFlow, AI, Adobe Design Tools, HTML/CSS/JS

Social Profiles

Linkedin	linkedin.com/in/giomak
Dribbble	dribbble.com/giomak
Instagram	instagram.com/giomak
Twitter (X)	x.com/giomak8

Designs on Dribbble
dribbble.com/giomak

Work Experience

2018 — 2019 **Artmedia** (Web development agency) artmedia.ge

It was my first experience as a full time UI / UX designer. In just a year, we managed to successfully complete about 15 design projects, including both small and large ones.

2019 — 2020 **Smartweb** (Web development agency) smartweb.ge

Having gained some experience, I was taken to a larger team where, as a designer, I took part in the development of more than 20 digital products.

2020 — 2022 **Fugo** (Digital signage software) fugo.ai

For almost 2 years I have been working with a great team on a great product called Fugo. It was an indispensable experience in my design career, it was here that I really learned how to solve purely user problems.

2022 — 2024 **Koncepted** (Design agency) koncepted.com

I have had the opportunity to work on a diverse range of projects, each contributing to my growth as a versatile and skilled product designer. This journey has significantly enhanced my problem-solving skills, creativity, and adaptability, enabling me to approach design challenges with a well-rounded perspective.

2023 — 2026 **Lavapi** (Innovative IT Solutions) lavapi.com

Over the past year at Lavapi, where I continue to work as a product designer, I have been instrumental in crafting user-centric digital products that align with our clients strategic objectives. My role involves a hands-on approach to the entire design process, from conducting in-depth user research to creating wireframes, prototypes, and final design implementations.