Polina Kabakova

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See my work at pk-ux.com

Senior UX Designer with 10+ years of experience designing digital products and solving complex user problems. Experienced in UX research, interaction and visual design, prototyping, usability testing, and building design systems. I work closely with product and engineering teams to turn user needs into practical, effective experiences. I use AI throughout my design process, from research synthesis to rapid prototyping, so I can explore more ideas and validate them earlier.

Expertise

AI-Driven Design Workflows · Design Systems · Interaction Design · UX Research · Accessibility (WCAG)

Tools

Figma · Claude · FigJam · Dovetail · Microsoft Clarity · Confluence · Jira

Education

2017 - 2019
University of Toronto
Master of Information, UXD Concentration

2011 - 2015
OCAD University
Bachelor of Design, with Distinction

Certification

2024
Nielsen Norman Group
UX Certification

Experience

2021 - Present
Senior UX Designer / OpenText

- Led UX initiatives across navigation, product pages, and campaign experiences, improving discoverability and contributing to up to 6× growth in free-trial sign-ups.
- Reduced research synthesis from weeks to days using Dovetail's AI features, turning insights from interviews, usability tests, A/B tests, and surveys into roadmap priorities with product managers.
- Built interactive high-fidelity prototypes with Figma and Claude Code to test ideas with stakeholders.
- Partnered with developers to scale a 100+ pattern design system, improving consistency and delivery speed.
- Conducted a WCAG accessibility audit and guided remediation.

2019 - 2021
Intermediate UX Designer / Red Nucleus

- Designed 20+ responsive web apps and interactive tools.
- Facilitated discovery workshops to translate business goals into UX requirements and align stakeholders on scope early.
- Created user flows, wireframes, and interactive prototypes to develop and communicate design solutions.
- Presented UX deliverables to stakeholders throughout product development to build alignment and incorporate feedback.
- Conducted remote usability sessions with subject-matter experts to identify friction points and guide iterative improvements.

2019 - 2023
UX/UI Designer / RockBase (Passion Project)

- Led UX/UI design of a partner-finding app for rock climbers, using research and user testing to guide product development.
- Tested with 100+ climbers to identify user needs and opportunities for improvement.
- Translated user research insights into two partner-matching features: skill- and climb-based matching and real-time matching with members checked in at the climbing gym.
- Increased awareness and conversions through community outreach.

2015 - 2018
Graphic Designer / Public Good

Translated complex nonprofit and public-sector mandates into clear, accessible brand assets, print collateral, and campaign materials.