SENIOR UX DESIGNER · TORONTO, ON

POLINA KABAKOVA

(647) 995-7431
polina.kabakova@gmail.com
linkedin.com/in/polinaka

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 design systems. I work closely with product and engineering teams to turn user needs into practical, effective experiences.

EXPERTISE

Design Systems · UX Research · Interaction Design · UI and Visual Design · Accessibility (WCAG compliance) · Stakeholder Management

TOOLS

Figma · FigJam · Dovetail · Microsoft Clarity · Confluence · Jira
Adobe Creative Suite

EDUCATION

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

OCAD University 2011 - 2015
Bachelor of Design, with Distinction

CERTIFICATION

Nielsen Norman Group 2024
UX Certification

EXPERIENCE

OpenText / *Senior UX Designer* 2021 - PRESENT

Led UX initiatives across navigation, product pages, and campaign experiences, improving discoverability and contributing to up to 6× growth in free-trial sign-ups.

- Led UX research through user interviews, usability testing, A/B testing, and surveys, and partnered with product managers to turn findings into roadmap priorities and scoped design work.
- Partnered with developers to scale a 100+ pattern design system, improving consistency and delivery speed.
- Led a WCAG accessibility audit and guided remediation.
- Mentored two junior design contractors, directing their work and reviewing deliverables for quality and consistency.

Red Nucleus / *Intermediate UX Designer* 2019 - 2021

Led UX design across 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.

RockBase Inc. / *UX/UI Designer · Passion Project* 2019 - 2023

Led UX/UI design for a partner-finding app for rock climbers, using research and user testing to guide product development.

- Conducted in-depth user testing 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.

Public Good / *Graphic Designer* 2015 - 2018

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