Denys Severyukov

Senior Product Design Engineer

Senior Product Design Engineer · UI/UX · Design Systems · Frontend & WebGL2

One designer. From concept to production.

Senior Product Design Engineer with **15+ years of experience** uniting high-craft product UX/UI, tokenized design systems, 3D/WebGL2 visual direction, and production frontend engineering. Proven track record of taking complex products in AI, Fintech, Web3, Gaming, and SaaS from initial product strategy and Figma architecture straight to shipping React, TypeScript, Next.js, and GLSL code.

Contact & Links

- Portfolio — uixninja.com
- Email — dennis.sevryukov@gmail.com
- LinkedIn — linkedin.com/in/uixninja
- Dribbble — dribbble.com/uixninja
- Location — Kotor, Montenegro

39.6M+
Organic Dribbble Views (96.3K+ Followers)

+32%
Verified Staking Retention Uplift (Lingo)

15+ Yrs
Mozilla, Facebook, Binance, EA, Blizzard

Core Capabilities

- End-to-End Product Design (UI/UX)
- Multi-Brand Design Systems & Tokens
- React & TypeScript Engineering
- WebGL 2 & Custom GLSL Shaders
- AI-Native Interfaces & Agent Skills
- Gamification & Retention Architecture
- High-Density Data & Trading Terminals
- 3D Art Direction & Interactive Motion

Engineering & Design Stack

Frontend & Shaders

React 18/19 · Next.js · TypeScript · Tailwind CSS · WebGL 2 · GLSL Shaders · Framer Motion · Vite · HTML5 Canvas · Web Audio API

AI & Agentic Workflows

Antigravity · Claude Code · OpenAI Codex · Cursor · AI Agent Skills · GitHub

Design & Infrastructure

Figma · Design Systems · Blender · After Effects · Photoshop · Cloudflare Edge · Vercel · npm

Languages

English	Full Professional
Serbian	Fluent
Russian / Ukrainian	Native / Bilingual

Education

1995 – 2000

Bachelor of Arts (B.A.), Accounting & Finance

Prydniprovska State Academy of Civil Engineering & Architecture

Professional Experience

Full Case Studies & Live Demos at uixninja.com

Creator & Product Design Engineer • Tactile Glass UI

2026 – Present · Montenegro

Built **100% in code without Figma**: an open-source, zero-dependency React 18/19 & WebGL2 optical glass UI kit (npm: tactile-glass-ui · kit.uixninja.com) and AI Agent Skill for Claude Code, Cursor, Antigravity, and Codex.

Engineered a single-canvas 60fps WebGL2 architecture (SharedCausticEngine) with physical Snell refraction, 3-tap RGB chromatic dispersion, SDF bevels, and 2D Euclidean Distance Transform (edt2d) glyph domes across 10 exports & an 18-parameter live shader workbench.

First 10 Days Live: Reached **619+ npm downloads**, **6,500+ Cloudflare Edge requests** across 50 countries, and **86 Git clones** by 54 developers.

Senior Product Designer (Sole Designer) • Lingo (Web3 Rewards)

Dec 2024 – Jul 2026 · Remote

Spearheaded end-to-end UX/UI architecture, gamification loops, and 3D direction across **11 core product verticals** and a **58-page production Figma master system** (Staking V1–V3, Spin Wheels, Mystery Boxes, Luxury Watch Gacha, Tiered Raffles, Asteroid Smash, Penguins Deploy, Tasks, Airdrop, Staking Arena, Admin CMS).

Redesigned the Staking V1→V3 calculator with live APY/Lingo Power projections and 5-tier status progression—delivering a **+32% staking retention uplift verified directly by CEO Adnan**.

Senior Product Designer • Kōlab (iOS Photography Platform)

Oct 2023 – Oct 2024 · Remote

Architected an anti-algorithmic iOS creator platform featuring interactive **Edit Reveal** (RAW-to-final comparisons), EXIF **Shot Recipes**, structured critique workflows, weekly creative **Missions & Milestones**, and anti-AI-scraping IP protection—scaling from beta to near-5.0 App Store ratings.

Principal Product Designer & Founder • uixNinja & Dribbble

Jul 2018 – Present · Montenegro

Grew the **uixNinja** design practice to **96,300+ followers**, **39.6M+ organic views**, and **198,000+ likes** across 230 published shots (up to 927K views per shot)—delivering dark-mode command centers, DeFi terminals (**Binance, Ethereum, THORSwap, DEXTools**), esports ecosystems (**Blizzard, EA Games, CS:GO**), and AI product interfaces.

Product Designer / Design Consultant • Facebook (Contract)

Jan 2018 – Sep 2018 · Remote

Designed **CryptoKey Vault** (a dark-mode cryptographic key storage & Web3 wallet covering security protocols and seed phrase recovery), created desktop/mobile Facebook Profile & News Feed UI concepts, and advised engineering teams on UX architecture.

UI Designer • Mozilla (Contract · Firefox WebGL 3D Editor)

May 2016 – Jul 2017 · Remote

Spearheaded UI/UX design for an advanced **in-browser WebGL / Three.js 3D editor integrated with Mozilla Firefox**—designing Scenegraph node hierarchies, real-time attribute inspectors, texture/material managers, an integrated Three.js live script editor, and a 3D Asset Marketplace.

Senior Freelance UI/UX Designer • Upwork / uixNinja

Sep 2012 – Mar 2016 · Montenegro

Delivered end-to-end UI/UX design, web applications, and design systems for international startups and product teams from discovery to handoff.

Founder & Creative Director • workrocks.ua (Digital Agency)

Dec 2002 – May 2012 · Ukraine

Founded and led a pioneering digital agency, directing cross-functional teams of designers and developers to ship full-cycle web products, brand platforms, and interactive campaigns for market leaders and major entertainment artists.

Selected Domain Expertise

Concept → Systemize → Prototype → Ship Production Code

AI-Native Products & Design Engineering

Shipping production React/TypeScript/WebGL2 UI kits, multi-agent mission controls, conversational AI apps, and deterministic agent skills for AI coding workflows.

Web3, DeFi, Fintech & Gaming Ecosystems

Designed platforms and high-density telemetry for Binance, Ethereum, Lingo (+32% retention), THORSwap, DEXTools, BetFlux ($40.7B volume), Blizzard, EA Games, and 1xBet.