

Vitaliy Kapustyanov

Design System Designer | Helsinki, Finland

[Email](#) | [Website](#) | [linkedin](#)

About Me

I'm a design system specialist with 20 years of experience in the design industry, including over a decade in UI/UX and product design. I've built cross-platform component libraries, scalable icon systems, and accessible theming strategies for complex ecosystems. My background spans fintech, real estate, healthcare, and music tech, with products supporting 10+ languages across iOS, Android, and web platforms.

Experience

Design System Designer | May 2022 – Present

Muse Group • Full-time • Remote • Limassol, Cyprus

- Built and maintained a unified component library for multiple brands and platforms (Web, iOS, Android).
- Defined and published component and foundation guidelines via MDX, later transitioning to Figma Sites for documentation.
- Designed and implemented a semantic color system with full light/dark theme support.
- Developed accessibility strategy and roadmap; introduced improvements across typography, color contrast, and interaction states.
- Consolidated and redesigned 260+ icons from five products into a unified system, grouped by shared metaphors. Created a scalable sizing system to optimize icon usage across platforms.
- Facilitated cross-team collaboration with product designers and developers for smooth integration of system changes.

Design System Designer | May 2021 – May 2022

Cian Group • Full-time • Remote • St. Petersburg, Russia

- Built a design system from scratch by consolidating scattered design kits into a single scalable foundation.
- Defined atomic structure and design tokens; created Figma component readiness tables and documentation structure.
- Designed and named the official design system and internal website.
- Unified disparate icon sets, redesigned 70% for visual consistency and accessibility, and optimized them for frontend parsing.
- Developed a semantic color library with theming capabilities and authored implementation guidelines.
- Coordinated multi-platform component design and mentored other designers in system thinking.

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Experience

Senior Product Designer | Jul 2019 – May 2021

Orbitum Labs • Part-time • Remote, USA

- Designed mobile apps and iPadOS tools for a network of veterinary clinics.
- Created user flows, stylus-friendly forms, and interactive prototypes.
- Developed design libraries (components, color, icons, typography) and maintained UI quality through production.

Senior Product Designer | Apr 2019 – May 2021

Karuna Group • Full-time • Hybrid • St. Petersburg, Russia

- Sole designer on a multilingual trading platform (10M+ downloads) across iOS and Android.
- Worked alongside 6 developers and 2 QA specialists to deliver consistent and scalable product interfaces.
- Designed user flows, dashboards, transaction features, and UI components from scratch.

Senior Product Designer | Jul 2017 – March 2019

Devim • Full-time • On-site • St. Petersburg, Russia

- Designed web and mobile platforms in fintech and marketing domains.
- Led UI/UX efforts for CRMs, customer portals, and admin tools with large datasets.
- Collaborated closely with frontend teams to ensure design accuracy and scalability.

Core Skills

Design Systems • Design Tokens • Theming • Accessibility (WCAG) • Iconography • User Interface Design • UX/UI • Cross-platform UI • Figma • Storybook • MDX • HTML/CSS • Atomic Design • Documentation • Interaction Design • Mobile & Web UI • Collaboration • Guidelines • Prototyping • Design Infrastructure • Mobile Interfaces • SaaS