Nikita Filippov

Product Designer

Remote · Tbilisi, Georgia (UTC+4) · CET hours or US overlap · open to contract or full-time · available now
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Product designer, five years, mostly 0→1. Designed a pharmacy website from a spec I wrote, and product and visual identity for a crypto wallet and a fantasy sports game. Before that, worked on game recording at Medal.tv, a desktop app with 3M daily users.

Experience

Nov 2025 – present

Independent Product Designer · Remote

Client work through Jul 2026, personal projects since then.

May – Jul 2026

Ailekmed · pharmacy website

- Proposed building the site around a loyalty program to help a new pharmacy win its first regulars. Designed the program, signup and a digital card that turns into a barcode at the counter.
- Designed the catalog, search, pickup reservations and account area from scratch and wrote all interface copy. Six weeks, with one developer.
- Live; 160 loyalty sign-ups in the first 10 weeks with no online ads, and customers use the card at the counter.

Nov 2025 – Apr 2026

SPORTS CLUB · crypto fantasy sports for PlayMini

- Owned the visual identity and carried it into the product: landing page, cards and packs, dashboard, market.
- Defined the visual system and UI states that a second designer applied to the rest of the product.
- Launched publicly; ran tournaments with real ETH stakes.

Dec 2022 – Oct 2025

Premium Studios · Product Designer

US product studio. Usually the sole designer on each project.

- Patch Wallet, a smart wallet for any Twitter account, email or phone number, with no seed phrase. We built it from scratch and launched it at ETHDenver 2023. Owned the shipped UI, the visual identity, Patch Pay and the design system; worked out UX and flows with the PM.
- MiniPool, an NFT pool game for PlayMini: full interface, launched with live matches.
- NFT gallery and a browser extension for analyzing crypto collections, both launched.
- Presto, a client of the studio (May 2023 – Oct 2024): a blockchain explorer for people new to crypto. Designed the product and visual identity from scratch. For part of the project, Presto hired a studio colleague and me directly.

Oct 2021 – Nov 2022

Medal.tv · Product Designer · Contract, remote

Desktop app for capturing and sharing gaming clips, 3M daily users.

- Reworked how recording starts: new users couldn't tell how to start or control it, and support kept getting the question. The only designer on the flow, from the PM's direction to the final spec.
- Shipped after I left. Two redesigns later, the core is still there: a separate recording control, the active game next to Add Game, on-screen hotkeys and manual game selection if detection fails.
- Mavatars, avatars and rewards for Medal: designed the product end to end, from the profile, feed and pins to item grades and quests, with a PM, a 3D artist and engineers.

Dec 2020 – Sep 2021

Freelance · Designer

- Website for a local repair and tailoring shop, still live.

Projects

Glass, which turns a logo into a glass app icon. I designed it myself and built it with Claude Code.

Skills

Design: product design 0→1, interaction design, visual identity, design systems, UX writing, prototyping
Tools: Figma, Framer, Cinema 4D, ComfyUI, Claude Code, Notion, Linear
Domains: gaming, social, crypto, pharmacy retail

Education

Peter the Great St. Petersburg Polytechnic University · Bachelor of Business Administration (BBA)

Languages

Russian (native) · English (working language since 2021)