

Denys Tarabanov

UI/UX & Graphic Designer | Interfaces, Brands & Print

Calgary, Alberta, Canada

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Summary

UI/UX and Graphic Designer with 16+ years of experience delivering web platforms, digital products, and brand systems for tech, AI, e-commerce, and education companies. Led end-to-end design from wireframes to UI and front-end handoff, collaborating closely with product managers, engineering teams and stakeholders. Experienced working on multi-stakeholder and large-scope projects, improving usability, visual consistency. Experienced in building cohesive design systems that maintain brand consistency across web, mobile, marketing, and print in fast-moving, high-impact environments.

Core skills

- Brand & Identity Systems
- Design Systems & Visual Consistency
- Event Design & Identity
- UI/UX & Product Design (Web, Mobile, SaaS, Platforms)
- Wireframing & Prototyping
- HTML, CSS, JavaScript
- Marketing & Promo Design
- Print & Merch Design
- AI-assisted Design Workflows

Tools

Figma, Photoshop, Illustrator, InDesign, Sketch, Framer, HTML, CSS, JavaScript, CMS platforms, Git, ComfyUI, Cursor, Codex, Claude code, Visual studio. Doesn't matter what software.

Professional experience

Lead Designer at [Recycle](http://recycle-app.com/en) (<http://recycle-app.com/en>)

September 2022 – Present

- Made design strategy for Ukraine's first digital recycling marketplaces, transforming a fragmented environmental sector through visual systems.
- Defined and maintained brand identity
- Designed web interfaces, educational materials, posters, and campaigns
- Collaborating with external agencies and freelance developers.
- Helped establish the Recycle charitable program to build sorting stations in schools - educating youth on sustainability and generating funds for vulnerable children.

MICE and Brand Designer at [Home Games \(Playrix\)](https://home-games.io/) (<https://home-games.io/>)

October 2021 – May 2025

- Developed brand systems for internal products, events, and conferences
- Designed marketing materials, merchandise, and large-format print assets
- Supported event branding from concept to production
- Worked closely with marketing and product teams to meet tight deadlines
- Designed board games from concept to production, including visual systems, illustrations, layouts, and print-ready files
- Created complete print production packages: boards, cards, packaging, rulebooks, and merchandising materials

General Manager at [Game Station Academy](https://www.linkedin.com/company/game-station-academy)

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February 2021 - October 2021

- Managed day-to-day operations of a game development academy
- Led multidisciplinary teams: instructors, sales, marketing, and operations
- Optimized internal workflows and improved team efficiency
- Oversaw student experience, program delivery, and marketing initiatives

UI/UX Designer at [Respeecher](https://www.respeecher.com) (<https://www.respeecher.com>)

March 2020 - February 2021

- Designed UI/UX for a production AI voice generation platform used by major Hollywood studios on high-profile, top-grossing film productions during the early adoption of applied AI technologies.
- Created visual and communication assets in collaboration with marketing teams, including social media and promotional materials
- Worked closely with engineers and product owners to translate experimental AI technology into a stable, usable product

Designer / Front-End Developer Freelance

April 2019 – March 2020

- Designed and built websites for startups and small businesses
- Delivered UI/UX, branding, and front-end implementation
- Worked with custom CMS solutions, WordPress, and static sites

UI/UX Designer at [elastic.io](https://www.elastic.io) ([https://www.elastic.io/](https://www.elastic.io))

April 2017 – April 2019

- Redesigned core UI/UX for a market-leading hybrid integration platform
- Improved usability of complex enterprise interfaces
- Worked closely with product owners and engineering teams
- Contributed to design system development and consistency

UI/UX Designer at [EFORB](https://www.linkedin.com/company/eforb) (<https://www.linkedin.com/company/eforb>)

December 2014 – April 2017

- Designed UI/UX for e-commerce platforms and mobile applications
- Led projects from early concepts and prototypes to production
- Collaborated with developers and external freelancers
- Delivered responsive web and iOS/Android designs

Front-end developer at [EFORB](https://www.linkedin.com/company/eforb) (<https://www.linkedin.com/company/eforb>)

February 2012 – December 2014

- Developed front-end interfaces for social network platforms
- Collaborated with backend teams to implement functional, user-friendly interfaces

Early Career — Front-End & UI Development

2010 – 2012

- Held multiple roles as Designer, and HTML/CSS Developer across web studios and freelance projects, including techimg, intervolga, Master-Site, and independent freelance work.
- Developed responsive HTML/CSS layouts and basic JavaScript interactions
- Collaborated with designers and backend developers to implement production-ready interfaces
- Built a strong foundation in web standards, layout systems, and UI implementation