

Volha Radziuk

Lead UX/UI Designer

Product designer with 13+ years of experience across gaming, VR, mobile, and web. I like digging into complex problems, figuring out how things should work, and designing experiences that make sense for both users and the product.

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Experience

Lead UX/UI Designer, LuckyVR (Vegas Infinite)

Nov 2022 - Aug 2026 • Canada, Remote

- Led end-to-end UX/UI design for new features and improvements across VR and other platforms, from early requirements through implementation.
- Owned a ground-up redesign of the Watch UI, the core interface connecting gameplay experiences across Vegas Infinite, restructuring its UX around user needs and creating a framework for future features.
- Designed complex flows and systems for tournaments, rewards, progression, monetization, memberships, and live events.
- Designed cross-platform experiences, adapting interactions and UI to the needs and constraints of each platform.
- Created high-fidelity interactive prototypes to define feature behavior, transitions, and micro-interactions.
- Turned product requirements and GDDs into complete user flows and designs, identifying missing states, edge cases, and UX issues along the way.
- Worked directly with engineers throughout development, reviewing implementations, resolving UX questions, and supporting features through release.

UX Designer, Wargaming (World of Tanks)

Mar 2021 - Nov 2022 • Lithuania

- Designed end-to-end UX/UI for new World of Tanks features, from early concepts and user flows to high-fidelity prototypes and final UI.
- Designed feature-specific UI, icons, and animations, adapting layouts and interaction patterns across different screen resolutions and constraints.
- Used product data, player testing insights, and independent research to understand user needs and inform design decisions.
- Created detailed design specifications covering states and edge cases, and worked with developers and QA through implementation and design review.
- Collaborated with Product, UX Research, Game Design, Monetization, Sound, and 2D Art to ensure each feature worked well within the broader game experience.

UX/UI Designer, CEVO / Gfinity PLC

Dec 2017 - Jan 2021 • Remote

- Designed UX/UI for esports and gaming products across web, desktop, mobile, Xbox, and internal administration tools.
- Worked from early research and workflow definition through wireframes, high-fidelity interactive prototypes, and final UI.
- Conducted competitor research, created personas and user workflows, and built reusable design libraries across products.

Earlier Experience

Freelance UX/UI Designer

May 2017 - Dec 2017

UX/UI Designer, Kinguin

Sep 2016 - Jun 2017 • Poland

UX/UI Designer, RexPex

Sep 2015 - Jun 2016 • Belarus

UI Designer, Itransition

Feb 2014 - Sep 2015 • Belarus

Web Designer, AndM Soft

Jul 2013 - Feb 2014 • Belarus

Education

Master's in Design

Belarusian State University • 2012

Web Design & Computer Graphics

Belarusian National Technical University • 2014