

# Anri Shakiashvili

Product Designer

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## EDUCATION

### CODE University

BA Interaction Design

Sep 20 - May 23, Berlin

### TSU

LL.M. in Intlaw

Sep 19 - May 21, Tbilisi

### IIR

LL.M. in Intlaw

Sep 08 - May 12, Kyiv

## SKILLS

### Research

Discovery research

Journey mapping

Problem framing

Ideation workshops

Usability testing

data analytics

A/B testing

### Execution

End-to-end design

Wireframing

Prototyping

Experiments

Design systems

UX copywriting

A/B testing

## TOOLKIT

Figma

Adobe Suite

MarvelApp

Framer

Miro

Jira

Trello

Notion

Jitter

ChatGPT

Midjourney

## EXPERIENCE

### Citypay.io

Oct 24 - present

Senior UX/UI designer

Worked on more than 10 products for an internal platform tailored to desktop and mobile devices.

### Instagram

Jun 24 - present

Content creator

Creating and sharing posts and videos on Instagram, where I discuss design concepts tailored specifically for a Georgian audience.

### Digital Institute

Jan 24 - May 24

UX/UI design lecturer

Teaching and guiding students in the field of UX/UI.

### Toptal

Mar 23 - Oct 24

UX/UI designer

Collaborated with Emote Agency on up to 20 concept projects for web design and mobile apps.

### TBC Bank

Aug 18 - Sep 24

Product designer/researcher

Worked on more than 15 products for a mobile app, including a loyalty program, offers hub, QR copy & share feature, and two games. Supported a cross team in the development of the design system and UI-Kit.

### Bitnet

Nov 21 - Mar 23

UX/UI consultant

Provided UX/UI design consultancy to a fintech company.

### Bank of Georgia

Feb 22 - Jul 22

UX/UI designer

Created 5+ products for a mobile app, including KYC survey, Travelcard and QR withdrawal. Supported a cross-functional team in the development of the design system.

### Gegidze

Jul 21 - Feb 22

UX/UI designer (contract)

Designed digital products for diverse industries: fintech, hospitality, fashion and public sector.

### Porsche AG

Feb 21 - Jun 21

UX/UI designer (contract)

Developed internal platform for ideation process. Lead UX research, the visuals and interactions.