

ISHKHAN BALGUDANIAN

Digital Product Designer, Remote (GMT+1/CET)

ishkhan.online

ishkhanbaldgudanian@gmail.com

EXPERIENCE

4+ years

Trading app

Product Designer

Jul 2025 – Present

- Leading design of institutional mobile trading app, establishing intuitive flows for real-time trade execution and portfolio management.
- Built scalable design system and CMS workflow enabling rapid iteration of landing pages and marketing campaigns across regional markets.
- Defined visual branding strategy that shaped comprehensive marketing materials supporting user acquisition and market positioning.

Game7

build.game7.io

Product Designer

May 2024 – Mar 2025 [11 mos]

- Served as the sole product designer for the Developer Suite of blockchain products, driving design vision and execution.
- Created intuitive, scalable solutions tailored to developer needs.
- Collaborated closely with engineers, product managers, and the global design team to ensure seamless and innovative user experiences.
- Advanced the company's blockchain technology through user-centered design.

Moonstream.to

moontsteam.to

Product Designer

Jun 2022 – May 2024 [2 yrs]



- Shaped the product design of key Web3 technologies, leading the design of four on-chain tools (Dropper, Leaderboards, Analytics, Terminus), multiple landing pages, and three blockchain game projects (Fullcount, Moonbound, Great Wyrn).
- Translated complex engineering concepts into user-friendly, pixel-perfect interfaces using Jobs to Be Done methodology.
- Collaborated closely with engineering, marketing, and leadership teams to align design with product goals, helping Moonstream.to win the TechCrunch Crypto Best Pitch Award in 2022.

SoftMic

UX/UI Designer (Contract)

Mar 2022 – Jun 2022 [3 mos]

- Designed a full responsive e-commerce platform for Microsoft Office products shop, including landing page, shop page, filtering system, product page, comparison flow, blog, cart, checkout, and more.
- Created a reusable component library and established a design system to ensure visual consistency and scalability.
- Delivered high-fidelity Figma prototypes and responsive layouts optimized for desktop and mobile.
- Worked directly with the client to align business goals with UX/UI decisions.

EDUCATION

Higher School of Economics

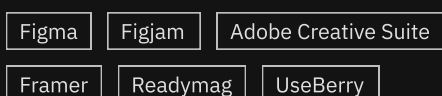
Computer Science

2020

- Bachelor's degree in Engineering with emphasis on mathematics, physics, microelectronics, and both low- and high-level software development.
- Core studies included advanced mathematics, electronics, control systems, and computer engineering.
- Contributed to hands-on projects, such as assembling and programming a remotely controllable FDM 3D printer from scratch.

SKILLS & TOOLS

Tools



Skills



Have a project in mind,
let's chat

Remote (GMT+1, Central European Time)

ishkhan.online [linkedin](#)

ishkhanbaldgudanian@gmail.com