

RODION OSTROVSKI

Product Designer · UX/UI

San Jose, CA · rodi.ostrovski@gmail.com · <https://www.linkedin.com/in/rodion-ostrovski/> · rodion-ostrovski.com

Graduating December 2026 · Available to start January 2027

Product designer with a visual design background and paid client experience in responsive websites and mobile interfaces. I turn research and stakeholder feedback into clear interfaces and working prototypes built with AI-assisted development.

EXPERIENCE

Freelance Product Designer · Paid client projects 2026–Present

Project 83 · Personal data removal platform 2026–Present

- Designed a responsive site and signup flow explaining the recurring find, remove, verify, and monitor cycle to non-technical visitors.
- Converged on a simpler layout after founder review prioritized comprehension over visual impact.
- Shaped plain-English content, then built the front-end prototype ahead of backend integration.

Race Intel · Formula 1 companion product Jan 2026

- Designed seven high-fidelity screens across six core flows, prioritizing what a viewer needs at a glance mid-session over exhaustive stat display.
- Refined navigation and interface states with the client and developer; product in development.

Graphic Design Intern · Valley Water May 2025–Present

- Delivered **90+ designs over 16 months** across print, digital, environmental, and motion formats for a public agency serving roughly 2 million residents.
- Developed the **DrinkUp** concept for a 49ers game at Levi's Stadium, adapting one visual system across magazine, IPTV, and LED formats within locked mascot and partner-brand constraints.
- Animated the DrinkUp mascot around a live game feed that could not be obscured and produced motion graphics for a stadium scoreboard ad and an annual event video.
- Produced sponsorship and partner-facing materials for **5 external organizations**, including Bay Planning Coalition, San Jose Giants, Working Partnerships USA, and La Raza Lawyers Foundation.
- Designed county-wide public campaigns (cleanup events, a prevailing-wage rights flyer), adapting layouts across languages.

Graphic Design Intern · H&A Marketing, SJSU Jan–May 2025

- Designed event posters, brochures, and ads; refined layouts with the marketing team and prepared production-ready files.

Interior & Graphic Designer · ProfMed, Minsk May 2022–Jan 2023

- Redesigned the clinic's identity and planned the interior layout around patient flow.

SELECTED PROJECT

Dolt · Independent UX/UI project 2025

- Ran two interviews and collected 13 survey responses; translated findings into date-based organization, visible progress, and a clearer task hierarchy.

SKILLS

UX/UI: user research, interviews and surveys, user flows, information architecture, wireframing, prototyping, design systems, developer handoff

Tools: Figma, Framer, Adobe Illustrator, Photoshop, InDesign, After Effects, Blender

AI-assisted prototyping: Claude Code, Codex, Figma Make · HTML/CSS, JavaScript, React, TypeScript, GSAP

EDUCATION & ACTIVITIES

San José State University Expected Dec 2026

B.A. Design Studies (Graphic Design) · GPA 3.87

Institute of Modern Knowledge · Minsk 2019–2022

Graphic Design coursework; transferred to the U.S.

Design Officer · Product Design, SJSU Aug 2026–Present

Adobe Student Ambassador Aug 2026–Present