Andrey Sobolev
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I design complex systems: platforms, internal tools, and the software around professional hardware. Fifteen years in, I still build my own prototypes, backend included, so product logic gets tested before it reaches engineering. I've also led small design teams, hired designers, and mentored around thirty.

experience

artec 3d, 2022–now → product design engineer
Professional 3D scanners sold in 65+ countries. I work across the software around them: desktop and mobile scanning apps, the customer platform, an internal CRM, and the design system behind all of it.

design system. Created and run the cross-product system: 280+ components and patterns across Figma, Storybook, Web Components and React. A page now goes from design to working UI in about three hours, down from two days.

scanning panel. Cut from 15 controls to 6. The research behind it changed the hardware's button count, LED behaviour and mobile scanning defaults.

internal CRM. Designed the platform that sales, management and leadership teams work in every day. Manual reporting for leadership became automatic.

internal data tools. Started the in-house BI, which turned years of product telemetry into self-serve dashboards for design, research and management. Also built an internal AI analysis tool end to end: vector database, backend, frontend and UI.

prototyping. Complex features get a deployed, working prototype before a spec, built end to end with AI coding agents and tested with domain experts and users.

design in code. Maintain the artec3d.com website design directly in the codebase through GitHub, and contribute code to the internal CRM alongside engineers.

shipped. Offline scan editing on mobile, Gaussian Splatting generation, the Studio Light workflow and photogrammetry end to end.

helper, 2023–2024 → design mentor
Mentored around 30 designers through portfolio reviews, career guidance and one-on-one programs. About 20 rebuilt their portfolios, moved into design roles or got promoted; three later joined teams I led.

insiderclout, 2021–2022 → product design lead (part-time)

freelance, 2019–2022 → product designer

fix group of companies, 2017–2019 → design lead
Led design for a cashback ecosystem of about 3 million users: mobile apps, websites, browser extensions and embedded products. Built a team of four, hired three of them, set up the design process and the first design system, and ran performance reviews.

bars group, 2016–2017 → user experience designer
Public-sector and internal operational systems, including national infrastructure analytics and a platform for a major international sporting event. Built the form and dashboard system behind 600+ production screens across web, Windows, iOS and Android.

earlier, 2012–2016
Design lead at Awesome Rise, managing designers and front-end developers; before that, product and freelance design across web, mobile and brand.

skills

Product design · Design systems · UX research · Journey mapping · Workshop facilitation · Usability testing · Information architecture · Data-heavy interfaces · Prototyping · Design engineering · AI agent workflows · Figma · HTML/CSS/JS

languages

Russian — native · English — professional working proficiency