Edvard Gaiburg

UI/UX & digital designer

links



LinkedIn Telegram GitHub Behance Email

skills

- User Interface Design
- Prototyping
- Interactive Design
- Game Interface Design
- Illustration & Pixel Art
- Typography
- Basic Programming Skills
- Mobile Design
- Branding

instruments

- Figma
- Roblox Studio
- Antigravity
- Aseprite
- GitHub
- Photoshop
- Illustrator
- Unreal Engine
- Docker
- PHP
- Java
- JavaScript
- NextJS
- TypeScript

languages

Russian — Native

English — 2 of 5

about me

I specialize in interface design, branding and visual systems. My background in freelancing and graphic design helps me combine thoughtful UX with a distinctive visual language.

I design user flows, build scalable UI kits and adapt interfaces to platform constraints. I work on Android-first and web projects, translating client needs into design solutions.

I am looking to develop digital products with a team, applying a product mindset and attention to user needs.

projects

MineShit Launcher: open-source project

3 months — Jul 2025 - Oct 2025

UI/UX designer, developer

Personal

A personal open-source launcher for a Minecraft community. Designed the interface around the constraints of Java components and application styling.

Developed the Java launcher and PHP backend, including authentication, client launch and database communication.

Connected the website, launcher and game server. Implemented version checks and client updates inside the application.

pulse.tv

1 year 10 months — Jan 2025 - Present

UI/UX designer

Educational

My own streaming-platform concept. I design an Android-first interface and interactive prototype, from sign-up and discovery to live viewing and social features.

Develop user flows and a scalable UI Kit covering profiles, subscriptions, rewards and streamer interfaces.

Explore a customizable bento-grid quick-access panel and a loyalty system within the viewing interface.

The project is in development. These are design and prototype solutions, rather than a launched service or measured business outcomes.

Kvitto – Online Course Checkout

less than a month — Oct 2026 - Oct 2026

UI/UX designer

Commercial

Designed an online course checkout as a take-home design assignment, with a two-column desktop layout and a three-step mobile flow.

Covered four payment methods, installment schedules, promo code discounts, and payment success and failure states.

Built reusable components and an interactive Figma prototype to demonstrate the flow from order review to payment outcome.

work experience

Graphic Designer · Freelance

2 years 9 months — Jun 2023 - Mar 2026

Figma · Adobe Photoshop · Adobe Illustrator · Adobe InDesign

Worked as a freelance graphic designer from June 2023 to March 2026, completing projects for clients from Avito.

Delivered more than 20 projects, including logos, brand identities, print designs and advertising materials.

UI/UX Designer · MCSKILL

4 months — Apr 2026 - Aug 2026

Figma · Obsidian

Designed MCSkill's in-game store and updated the gaming network's UI Kit for different sub-servers.

Created a scalable component system and purchase flows for cases, privileges and item bundles.

UI/UX Designer · Freelance

5 months — Jun 2026 - Present

Figma · Next.js · React · Directus

Work as a freelance UI/UX designer, designing interfaces, building design systems and supporting implementation.

Design and develop my portfolio website, kingventana.com, with Next.js and React: responsive pages, interactive case studies and content management with Directus.

Develop my own streaming-platform concept, pulse.tv, including an Android-first interface, user flows, a UI Kit and a loyalty system.

education

Academy of Marketing and Social Information Technologies (IMSIT)

Specialty: Graphic Designer

Start of studies: Sep 2022

Completion of studies: Jul 2026