

Andrey Sobolev

Product designer · Luxembourg

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I work on complex systems: platforms, internal tools, and the software that sits around professional hardware. Fifteen years of it. I build my own prototypes, backend included, so ideas get tested before they reach engineering.

Experience

Artec 3D

Product design engineer · 2022–now · Luxembourg

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 that runs through all of it.

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

Design the internal CRM for around 70 people in sales, management and the C-suite. A monthly C-level report that took days to assemble by hand now generates itself.

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

Turned ten years of scanner and software telemetry into around 30 dashboards that designers, researchers and managers open on their own.

Shipped offline scan viewing and editing on mobile, Gaussian Splatting generation, the Studio Light workflow, and photogrammetry end to end.

Helper

Design mentor · 2023–2024 · Remote

Portfolio reviews, career guidance and one-on-one mentoring for designers, including a nine-month program with five mentees.

InsiderClout

Art director, UX · 2021–2022 · Remote

Products built on a crypto social network: interface design, visual language and the marketing side.

FIX Group of Companies

Design lead · 2017–2019

Built the product design function and the first design system. Redesigned products across several platforms.

BARS Group

User experience designer · 2016–2017

Public-sector and internal operational systems: analytics portals, dashboards and internal site builders across Windows, iOS, Android and web. Built the form and dashboard system covering 600+ production screens.

Earlier

2012–2016

Design lead, product designer and freelance designer across web, mobile and brand work.

Skills

Product design · Design systems · UX research · Usability testing · Information architecture · Data-heavy interfaces · Prototyping · Figma · HTML/CSS/JS

Languages

Russian — native · English — full professional · German — elementary