Maxim Shakurov

Product Designer · UI/UX

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Portfolio: maxshakurov.com

SUMMARY

Product designer with 15+ years designing and shipping interfaces for products used by millions, from the Investing.com financial platform to Coin Master. Strong in user flows, interaction and UI motion, with hands-on implementation in Unity and HTML/CSS. Today I design and build working products with AI coding agents, taking ideas from Figma to deployed code.

EXPERIENCE

Independent Projects — *Product Designer*

2026 - Present

Designing and building working products with AI coding agents (Claude Code, Codex, Cursor), from Figma to deployed code. Case studies in portfolio.

Icy Ghost — *UI/UX Designer*

02.2024 - 12.2025

Designed game features end to end, from flows and UI to implementation in Unity, including UI animation.

Comunix — *UI/UX Designer / Technical Artist*

02.2020 - 06.2023

Designed and shipped features for **Poker Face**, from UX flows to production UI in Unity, including animations and visual effects.

Moon Active — *UI/UX Designer / Technical Artist*

06.2017 - 01.2020

Designed new features for **Coin Master**, one of the world's top-grossing mobile games, and implemented them in Unity with animations and visual effects.

Beach Bum Games — *Senior UI/UX Designer*

03.2016 - 05.2017

Designed core UI components and game boards for **Backgammon – Lord of the Board**, the company's flagship game.

Investing.com — *UI/UX Designer*

04.2014 - 01.2016

Designed features for the Investing.com website and Android app, a financial news and data platform used by tens of millions of users.

SKILLS

Product & UX

User flows

Wireframing & prototyping

Design systems

Interaction design & UI motion

AI-assisted development

Claude Code, Codex, Cursor

From Figma to working, deployed prototypes

Tools

Figma

After Effects, Photoshop, Illustrator

Unity, Blender

HTML/CSS

LANGUAGES

Russian, Hebrew, English

EDUCATION

Shenkar College of Engineering and Design

Game Development, intensive one-year course: game design, Unity development, 3D and game art

10.2013 - 11.2014

Plarium Education — *UI/UX Designer*

11.2012 - 03.2014

Designed the UI and game design for an educational games platform for web and mobile, from concept to final screens.

Freelance — *UI/UX Designer*

05.2012 - 11.2012

Redesign and front-end development (HTML/CSS) of an existing product.

Zahav.ru (Smile Media, now Walla) — *UI/UX Designer*

08.2007 - 05.2012

Portal design projects, ad integrations, Flash animation production and front-end development with HTML/CSS.