

EVGENII SAFRONOV

+420604743503 • isafronovms@gmail.com • Prague, Czechia • Open to Remote • Open to Relocate • [LinkedIn](#)

Design System Designer

Design System Designer with over 10 years of experience in front-end development and product design, currently enhancing AI-ready design systems at Wrike. Expert in building scalable systems that translate into real products, with a focus on living documentation to drive clarity and adoption. Specializes in bridging design and engineering through accessible interaction design and preparing systems for AI tool integration, ensuring continuous usability improvement.

Professional Experience

Wrike, Czechia

Jan 2020 - Present

Staff Product Designer – Design Systems, Prague

- Executed two major product redesigns, including a key brand-driven overhaul shaped by a scalable token system with several thousand tokens covering patterns and components.
- Created comprehensive, intuitive documentation that enabled AI tools to effectively use the design system and accelerated onboarding for new designers.
- Collaborated cross-functionally to maintain 100+ synchronized components (code & Figma), supporting 20+ designers and developers through clear communication and continuous improvement.
- Ensured WCAG AA accessibility compliance across all delivered UI by providing guidance, conducting audits, and resolving accessibility issues.
- Maintained a library of 200+ icons and illustrations, managed palette services, and developed themes and mods for flexible, consistent product theming.

Wrike, Russian Federation

Nov 2014 - Jan 2020

Front-End Developer – Accessible UI & HTML/CSS, Saint Petersburg

- Core member of a dedicated Front-End subteam responsible for HTML/CSS, design system support, and accessibility across Wrike's product ecosystem.
- Led accessibility efforts achieving WCAG AA compliance by remediating accessibility issues in 90%+ of the product's UI components, enabling successful signing of major contracts.
- Built a stable team of 6 front-end developers focused on accessible UI and high-quality HTML/CSS implementation.

CODDY - International Programming School For Children, Russia

Sep 2016 - Nov 2019

Curriculum Designer & Instructor – Programming for Kids

Designed and taught educational courses for children aged 6–16, focusing on algorithms, basic programming, and web development.

- Created all materials from scratch, including interactive lessons, practical exercises, and visual aids.
- Covered tools such as Scratch, HTML/CSS, and beginner-friendly development environments.
- Adapted complex technical concepts into engaging, age-appropriate formats.
- Contributed to students' first steps in coding and digital literacy through clear structure and gamified learning.

ENDY, Russian Federation

Jul 2013 - Nov 2014

HTML/CSS Front-End Developer, Saint Petersburg

- Developed and delivered high-quality websites and web services for prominent local brands, enhancing their digital presence and user engagement.
- Collaborated with designers and backend developers to deliver polished interfaces, meeting tight deadlines and maintaining high-quality standards.

Education

Zhukovsky Omsk Aviation College, Omsk, Russian Federation, Specialist Diploma (5-year vocational program), Software for Computer Systems and Automated Systems in Software for Computer Systems and Automated Systems, Sep 2005 - Jun 2010

- 5-year full-time vocational program focused on applied computer science and automation systems.
- Curriculum included programming, system architecture, databases, and computer networks.
- In the final year, specialized in web development and digital design.

Core Competencies

Design Systems & Infrastructure Design Systems, Pattern Design, Scalable Design, Systematic Approach, Components

UX & Accessibility UX/UI Design, WCAG, Redesign, Rapid Prototyping

Front-End HTML & CSS, Product Design, Prototyping

Education & Communication Curriculum Development, Teaching Kids