



CONTACT

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[linkedin](#)

[portfolio](#)

SKILLS

Data-heavy dashboards

Complex system design

Component libraries

UX for risk + compliance

Crypto onboarding

patterns

Transaction flows

KPI-driven design

A/B testing

TOOLS

Figma

FigJam

Maze

Dovetail

Miro

Useberry

Hotjar

Optimal Workshop

Balsamiq

Framer

LANGUAGES

English

Armenian

Russian

Serbian

Anahit Khalatyan

UX Designer, DeFi & Fintech — Remote / Part-Time / Contract

Senior UX designer with 6+ years simplifying complex systems — blockchain intelligence, risk scoring, and transaction flows — through research-driven, data-informed design.

Open to remote, part-time, freelance, and contract engagements with EU-based teams (CET timezone).

Experience

04.2022 — Present
Podgorica

Founder and AI User Experience Specialist, [Wevify](#)

- Turn AI product ideas into reality — guiding the journey from first concept to launch.
- Lead research, UX strategy, and product design for early-stage startups.
- Delivered development-ready assets across 8+ early-stage engagements, cutting design-to-dev handoff time by ~30%.

12.2022 — 02.2025
Remote

UX Design Specialist, [Crystal Blockchain Analytics](#)

- Led user research and persona development for compliance officers and financial institutions.
- Designed intuitive navigation and seamless flows for risk assessment and transaction monitoring.
- Built high-fidelity prototypes and ran usability testing to validate design decisions.
- Shipped an accessible, data-driven UI adopted by compliance teams at 15+ financial institutions.

10.2021 — 12.2022
Hybrid, Podgorica

UX Team Lead, [Bild Studio](#)

- Defined UX strategy and mentored a team of 3 designers.
- Led design across 6+ client apps, improving average usability test success rate by 25%.
- Implemented scalable design systems and accessibility best practices.

05.2021 — 04.2022
Remote

UX Designer, [Trigon](#)

- Researched accounting professionals' needs through interviews and competitor analysis.
- Designed intuitive workflows for complex financial processes.
- Built a component-based design system that reduced new-feature design time by ~40%.

06.2021 — 09.2021
Remote

UI/UX Design Instructor, [Business Development Group](#)

Taught UX/UI fundamentals, usability heuristics, wireframing, prototyping, and design systems.

05.2020 — 05.2021
Yerevan, Armenia

UX Designer, [Arctx.co](#) (part-time)

Research and usability testing; intuitive web and mobile interfaces and flows.

04.2020 — 05.2021
Yerevan, Armenia

UX Designer, [MOA Communications](#) (part-time)

Designed eGaming and casino platforms with responsive, engagement-focused UX.

12.2017 — 10.2019
Remote

UI/UX Designer & 2D Animator, [Munich Ventures](#) / [Performance Media Technologies](#) / [HAY-HAY Concept](#)

Early UI/UX and 2D animation work across web platforms and brand marketing.

Certifications

UX for DeFi
Design3

Crypto Asset Essentials
Crystal Blockchain

Education

Yerevan State University
Faculty of Computer Science