

Aleksandra Shkurat

Product Design Lead — Design Systems, UX Strategy & Accessibility

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Experience

UX team lead at Sanoma Learning

Nov 2022 – till now

I define a design strategy for [itslearning](#), an LMS for the European market, lead a cross-functional team of 5 UX designers, UX writer and an Accessibility expert, and stay hands-on with design work.

Key achievements:

- Reorganized team workflows and established structured collaboration between UX, 8 development teams and 6 product managers.
- Hired 4 UX designers and led the recruitment of an Accessibility Expert.
- Scaled the Prometheus design system, created clear guidelines, and ensured adoption across engineering, improving delivery speed and consistency.
- Delivered major interface updates, such as color and typography, page templates, unified size scale and patterns, and redesigned main and course navigation.
- Raised accessibility maturity by upskilling designers and building effective collaboration with developers.
- Created an accessibility annotation kit used across Sanoma Learning, supported the Accessibility Champions group, and co-authored the UX manifesto.
- Migrated the design team from Sketch to Figma.

Lead UX/UI designer at Eurovensys (ex. Rovensys)

Dec 2020 – Nov 2022

I led a team of 3 UX/UI designers and established a structured design process for 2 products and multiple internal initiatives.

Key achievements:

- Expanded the Remedy design system, added guidelines and templates.
- Curated the implementation of the Skyline design system in Versaic, a grant management system, after its acquisition by Benevity.
- Set up an accessibility evaluation process and 4 educational sessions.
- Prepared the Remedy EHR for go-live.

UX/UI designer at Eurovensys (ex. Rovensys)

Oct 2018 – Dec 2020

I established a full-cycle design process for Versaic, a grant management system for the US market.

Key achievements:

- Formalized and simplified the white-labelling process, reducing implementation time from 24h to 8h per client.
- Conducted an internal accessibility audit and prepared a plan that then helped to achieve 87% AA-compliance to WCAG 2.0. Later, provided design concepts for fixing accessibility issues based on an external report by LevelAccess.

UX/UI design trainer at IT Academy

Sep 2019 – Dec 2020

50+ alumni from 4 groups. Now they work at NeatTech.io, OPLATI, Eurovensys etc.

Information about previous work experience is available on [LinkedIn](#)

Education

Designing User Experience and Internet Analytics

Bialystok University of Technology, postgraduate program

Printing & Publishing

Belarusian State Technological University, full higher education (pre-Bologna)

Recent courses

Designing AI experiences

NNgroup

Applying WCAG in the creation and adaptation of websites

Ministry of Digital Affairs (Poland) & Certes sp. z o.o.

Skills

Design

Design systems, Cross-platform design, Scaling design processes, Interaction & UI design, Figma, Prototyping, Accessibility & WCAG, HTML & CSS

Leadership

UX vision & strategy, Team leadership, Hiring, Mentorship, Roadmap shaping, Cross-functional collaboration, Leading remote teams, Decision making

Languages

English, Polish, Russian

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