Raya Angelova Karadzhova

PRODUCT / UI/UX DESIGNER

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01 PROFESSIONAL SUMMARY

Product-focused UI/UX Designer with 4 years of experience across complex B2B web, tablet and mobile products. Combines UX desk research, interaction design and scalable Figma systems with strong visual craft. Translates product requirements and management-shared customer feedback into practical interfaces and collaborates with developers through implementation.

02 PROFESSIONAL EXPERIENCE

Multimedia Designer — UI/UX Focus

2022–Present

Euro Games Technology Ltd (EGT)

- Designed UI/UX for 9 B2B initiatives — 5 new product experiences and 4 redesigns — across web, tablet and mobile.
- Conducted UX desk research and analysis, turning requirements and management-shared client feedback into wireframes, interaction flows and high-fidelity UI.
- Presented and advocated for design decisions with managers and project managers, balancing usability, business needs and technical constraints.
- Redesigned legacy workflows and built Figma component systems for forms, tables, filters, navigation and validation states.
- Collaborated with developers through implementation reviews, resolved UI discrepancies and refined interfaces ahead of product testing.

Freelance Brand & Digital Designer

2020–Present

Self-employed

- Developed brand identities and visual systems for independent consumer, retail and service businesses.
- Designed websites and digital brand applications, translating brand identities into consistent customer-facing experiences.

EARLIER EXPERIENCE

Design Intern — McCann Bulgaria (2020)
Design Mentee - Oracle (2018–2019)

03 CORE SKILLS

PRODUCT & UX
Desk Research, UX Analysis, Information Architecture, User Flows, Wireframing, Interaction Design

COMPLEX UI
B2B Software, Data-heavy Interfaces, Dashboards, Responsive Design, Cross-platform Design, Legacy Redesign

SYSTEMS & DELIVERY
Figma Design Systems, Component Libraries, Interaction States, Design Handoff, Developer Collaboration

VISUAL & TOOLS
Visual Hierarchy, Brand Identity, Figma, Illustrator, Photoshop, InDesign, Procreate

04 EDUCATION

BSc (Hons) Creative Digital Media · University of Greenwich, London · 2017–2021

Outstanding Undergraduate Achievement (Games & Digital Media), 2020–2021
High Achievement Scholarship, 2017–2019

05 LANGUAGES

Bulgarian — Native · English — Fluent · Spanish — Intermediate · Russian — Intermediate