



Denis Bejenari

Lead designer

Details

Chişinău, Moldova, Republic of
design@amigo.studio

Skills

Wireframing
Design Thinking
Interaction Design
Project Management
Prototyping
User Research
User Experience
User Interface
Design Systems
Usability Testing
Collaborative Design
Prototyping Skills
Visual Design
Figma
Sketch
Adobe Photoshop
HTML & CSS

Experience

13 years

Languages

Romanian (native)
Russian (native)
English (B2)

Profile

Dynamic UX/UI designer with over a decade of experience, dedicated to creating intuitive and aesthetically pleasing digital interfaces. Proven ability to lead projects from conception through execution, ensuring clarity and usability in design. Expertise in fostering collaboration within multidisciplinary teams, driving innovative solutions that enhance user experiences. Committed to continuous improvement and passionate about transforming complex ideas into engaging designs that resonate with users. Aiming to take on a design director role to further shape impactful projects while mentoring emerging talent in the field.

Employment History

Lead designer | Amigo Studio

AUGUST 2023 – PRESENT

As a Lead designer at Amigo Studio, my role focuses on guiding a team of 2–3 designers and leading UX/UI audits to improve user experience. I contributed to creating and maintaining scalable design systems that ensure visual and functional consistency across digital products. I also collaborate with public institutions, banks, and NGOs, placing emphasis on practical solutions and translating business needs into intuitive and effective digital experiences.

UX/UI designer | Amigo Studio

MARCH 2019 – AUGUST 2023

As a UX/UI designer at Xairo, the focus revolves around creating user-centered designs that enhance the overall experience of digital products. The role involves collaborating closely with cross-functional teams to develop intuitive interfaces, ensuring that aesthetics and functionality go hand in hand.

UX/UI designer | Quadro Design

SEPTEMBER 2013 – FEBRUARY 2019

During the tenure as a UX/UI designer at Quadro-Design, the primary responsibility was to craft engaging and functional interfaces for various digital products. This role required a deep understanding of user needs and the ability to translate those insights into compelling designs.

Preprint designer | Dirove Group

MAY 2009 – JUNE 2013

This position required a keen eye for detail and an understanding of customer preferences, which informed both sales strategies and design choices. The experience gained here was invaluable in understanding the intersection of sales and design.

Education

License, ACADEMY OF ECONOMIC STUDIES OF MOLDOVA (ASEM)

SEPTEMBER 2007 – MAY 2011