

ANNA SANKHIP

Senior Product Designer

Philippines (relocation to Argentina, or remote work)
anna.sankhip@gmail.com • linkedin.com/in/annasankhip

PROFESSIONAL SUMMARY

Senior Product Designer with 20+ years in design, including 7 years in product, specializing in making complex, regulated systems intuitive for first-time users. Shipped products for 3M+ users across three markets (Russia, the US, and the Philippines) in fintech, healthcare, and B2B. Strong in 0→1 design, design systems, and leadership.

SKILLS

Product Design • UX/UI Design • Design Systems • User Research • Usability Testing • 0→1 Product Design • Design Leadership & Mentoring • Cross-functional Collaboration • Figma • Prototyping • Fintech

EXPERIENCE

Senior Product Designer — Salmon Group Ltd, Metro Manila, Philippines | Feb 2024 – Jul 2026

- Digital bank in the Philippines; designed partner onboarding, a merchant portal, and an e2e referral program
- Merchant Onboarding: cut approval time from 23 days to 7 days median; grew monthly onboardings 3.3× with 100% adoption
- Referral Program: raised first-week activation from 13% to 30%; usability-tested 2 flows with 308 people pre-build — shipped flow completed at 83% vs. 51%
- Ran field research in partner stores to diagnose why 20k weekly referrals were generating roughly 100 agent calls, and designed a new in-store mechanic to reduce referral stall points
- Introduced design reviews and founded Design Shots, a recurring cross-functional session

UX/UI Designer — Accuraten, Remote | Jan 2023 – Feb 2024

- Designed UI and flows for 5 distinct user roles on a Web3 DAO-and-talent platform, each with its own dashboard and view of the system
- Mapped clear user flows through complex, multi-party collaboration processes and conducted original research into the Web3 space

UX/UI Designer — Tripment Health, New York, USA (Remote) | Nov 2021 – Dec 2022

- Redesigned the medicine-ordering flow for a US healthcare marketplace, doubling completed paid transactions
- Expanded and optimized the shared design system, speeding up work across a 3-designer team, and improved map-based search in the diagnostics section

Product Designer — MegaFon (MegaDisk), Moscow, Russia (Hybrid) | Aug 2020 – Nov 2021

- Sole designer for MegaDisk, a 1M-user cloud storage product across web, iOS, and Android — owned design, research, and testing end to end
- Raised app store rating from under 3 to over 4 stars on both Google Play and the App Store

Lead UI Designer — No Logo Studio, Moscow, Russia | Jan 2017 – Aug 2020, incl. Primarkt

- Led UI for 20+ client websites and one mobile app, translating stakeholder analytics into responsive prototypes
- Onboarded and mentored a designer, coordinated with stakeholders and developers from concept to build, and presented decisions directly to clients

Founder & Designer / Graphic & Web Designer — Independent Practice, Kaliningrad State Museum of Fine Arts, West Press Media, Russia | 2006 – 2016

- Ran an independent design studio for the Ministry of Culture of the Kaliningrad Region (Museum Night branding, 3 years); built the regional museum's website end-to-end; earlier print, web, and identity design for a regional news outlet

EDUCATION

Master of Philosophy (MPhil), Philosophy — Immanuel Kant Baltic Federal University, Russia (2001 – 2007)

LANGUAGES

Russian — Native • English — C1