Vladyslav Hryhorenko

Design Systems Designer

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About Me

Design Systems Designer since 2021. I specialize in creating scalable design systems and complex interfaces. I train designers to work effectively with design systems and help teams accelerate their development processes.

Experience

09.2025 — present

Kaspi.kz

Design System

Automation and Process
- **Code Connect:** Set up a pilot assembly of components.
- **Figma Plugins:** Developed tools such as Screen Numbering, Design Validator, and Tokens Hub. This accelerated layout reviews and completely replaced the external TokensStudio.
- **AI Integration:** Implemented Claude AI into workflows, significantly reducing the tech support response cycle to developers' questions.
- Component creation in code using AI tools.

Development of the design system.
- **Scaling:** Led the integration of new products into the design system.
- **Color Architecture:** Created a unified abstract palette based on OKLCH for all current and future products, solving the issue of fragmented tables. Packaged it into a plugin.
- **Technical Design:** Refined the branded font Roboto Flex Kaspi, including the creation of new custom glyphs.

01.2024 — present

Renk-design

Content Creator, Design Systems
- I train designers to work with design systems, helping them create scalable component libraries.
- I run a YouTube channel where I discuss design systems and components.

11.2021 — 02.2024

International Language School

Product Designer
- Created a component library for the website, then expanded it with components for the personal account and templates for website blocks.
- Used by designers and developers.
- Component creation in code.

Skills

Development and scaling of design systems.

Process automation and DesignOps.

Integration of AI tools into pipelines.

Designing Backend-Driven UI (BDUI / Server-Driven UI).

Creating and maintaining guidelines (including showcases and specifications).

Color architecture (including working with modern spaces like OKLCH).

Conducting design reviews and synchronization with development.

Cross-functional collaboration.

Technologies

Base: Figma, Figma Plugin API, Code Connect.
Tokens and Data: JSON, Git, Style Dictionary, Tokens Hub.
Code and Layout: HTML & CSS, JavaScript / TypeScript (for plugins and scripts), basic understanding of Vue.js and Swift.
Animation and Graphics: Lottie, Rive.
AI: Claude, prompt engineering, working with AI agents.