

Anastasiia Bondarchuk

Senior Product Designer

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Senior Product Designer with 7+ years across enterprise software, social media and AI creation tools. Designs products where AI is the core interaction model. At Snap, sole designer on Easy Lens Web from internal ML tool to Snap's first LLM-powered Lens creation on web, and sole designer of the plugin UX for six ML and generative tools in Lens Studio Desktop.

Experience

Product Designer, Snap Inc.

Apr 2020 – May 2026

Social Media App | AI Creator Tools | Camera & AR | Promoted Sep 2023 and Mar 2026

AI Creator Tools | Web, iOS & Desktop

May 2022 – May 2026

Designed Snap's AI tools for making Snapchat Lenses (AR camera effects), with cross-functional partners: 3 PMs, two engineering teams, ML and UX research.

- **Took web Lens creation from an engineer-only ML tool to describing a Lens in plain words.** Sole designer on the web track at every stage, through Snap's first LLM-powered Lens creation on web. As of May 2026: 72,525 Lenses created on web by 9,047 creators on web; ~9.75B Lens impressions on web.
- **Designed how creators control AI-generated Lenses:** editable components, versions, drafts and Sketch to Lens.
- **Proposed private publishing and designed the shipped end-to-end flow,** after research showed public-only publishing kept personal Lenses in drafts.
- **Designed the Lens+ subscription experience on web:** paywall, upgrade entry points and payment settings (shipped spring 2026).
- **Brought AI generation into Lens Studio Desktop, Snap's pro tool:** sole designer of the plugin UX for six shipped ML and generative tools (models by the ML team). 3D asset creation went from an estimated ~16–20 hours to ~15 minutes.
- **As sole designer of Easy Lens mobile (iOS), Snap's app for making Lenses with AI, redesigned it to put creation at the center.** After research, explored navigation models and restructured the app's navigation into separate places for the feed and for creating, chosen with the PM and engineering lead (shipped summer 2026, largely as designed).
- **Initiated a hybrid Create screen:** creators describe a Lens to the AI in chat, then fine-tune it with direct controls instead of typing every small edit (shipped 2026).

Camera & AR

Apr 2020 – May 2022

- **Designed camera features for Snapchat,** including auto-record and Makeup Try-On with makeup shopping. Video posts rose 64% after auto-record launched.
- **Researched how people control AR from a distance from the screen** (swipe or tap in the air, voice), together with a UX researcher.

GBSFO (contracted to Cisco)

May 2019 – Apr 2020

Enterprise | Identity & Network Security

UX Lead

Sep 2019 – Apr 2020

UX Designer

May 2019 – Aug 2019

- **Managed a four-person design team** on Cisco Identity Services Engine (ISE), an enterprise product used by 10K+ organizations, through the ISE 3.0 redesign.
- **Designed a guided builder to replace hours of setup across a 1,000+ page admin console.** Sole designer (1 UXD on a team of 8) of Social Login Builder, from partner research to IA, wizard and dashboard. Development started, then deprioritized to backlog.

- **Designed landing pages, marketing sites and campaign assets**, working with developers on responsive builds.

Independent Projects

- **Klana**, co-founder (iOS app, in development): matches people in chats based on similar interests. Lead design and product; an engineer builds it.
- **Smart Outfit Creator** (prototype): a generator of daily outfits based on your references, prototyped solo with Claude Code.
- **anabond.fyi** (live): designed and built my portfolio site myself with Claude Code.
- **@imanabonda**: about 25K followers on @imanabonda, plus a Substack on slow living and self-reflection, with brand partnerships including Humanscale.

Education

Odessa State Academy of Civil Engineering and Architecture, *Master of Architecture and Town Planning* 2014 – 2020

Achievements

3rd Place, DEV Challenge

- Product Design category, Dec 2021

UX Mentor, Atom Space

- Taught UI/UX to teenagers in Odesa, Ukraine

Skills

Design & Tools: Figma, Framer, Webflow, Lens Studio, Claude Code

Product & UX: AI-native product design, conversational and LLM-based UX, generative AI tools, 0-to-1 product design, interaction design, information architecture, prototyping, user research and usability testing

Platforms: Web, iOS, desktop pro tools, enterprise B2B

Languages: Ukrainian (native), Russian (native), English (fluent)

Interests

Reading, gaming, skydiving; licensed skipper.

