

Alisa Katsionova

Product Engineer | UX & Frontend

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SUMMARY

Product Engineer who enjoys turning complex ideas into intuitive, polished experiences. Experienced across software development, UI/UX, and cross-functional leadership, with a focus on taking products from early concepts through implementation and launch.

EXPERIENCE

UI/UX Lead, Project Manager & Partner

Jan. 2025 – Present

Innovation 4 Everyone, LLC (SaaS Startup)

- Lead product design, frontend architecture, and project priorities across MyLoops and Celo, two consumer applications focused on family safety and digital privacy, translating product requirements into shipped experiences
- Designed and tested 75+ mobile-first Figma wireframes and prototypes across both products, iterating on user feedback to improve usability, accessibility, and development handoff
- Co-developed Atlas, a reusable React, Next.js, and Firebase component system used across company products, reducing frontend implementation time by 75% while improving consistency and maintainability
- Contributed to Celo's frontend using SvelteKit and Vercel, translating product designs into the live application
- Built MyLoops' Figma design system and created 30+ marketing assets across both products

Software Engineer Intern

Jan. 2025 – May 2025

SimBlocks, LLC

- Refactored core libraries and simulation modules from Windows-specific code into cross-platform CMake (development tool) projects, enabling reliable builds on Windows and Linux
- Built and automated the company's first Linux project setup and deployment workflow using shell scripts, allowing engineers to onboard and run the software in Linux environments
- Optimized CMake build configurations and linker settings, reducing compile times and redundant rebuilds by 60%
- Developed build-verification tests and environment-validation scripts, enabling identification of issues before staging deployment

Website & Microsoft Teams Intern

Jan. 2025 – May 2025

UCF Arboretum & Sustainability Initiatives

- Debugged and improved internal Microsoft Power Apps used within Teams, implementing 10+ UX enhancements and automating approval workflows with Power Automate
- Designed interactive Figma prototypes, enabling decision-makers to interact with designs and solidify requirements
- Advocated for UCF Arboretum programs and resources at public events, directly engaging with 100+ visitors

Coding Instructor

Sep. 2023 – Apr. 2024

theCoderSchool

- Mentored 20+ students aged 6–17 in game development, emphasizing creativity, programming logic, and UI design
- Increased coding confidence through project-based instruction, hands-on exercises, and individualized coaching
- Provided weekly parent updates on student progress, milestones, strengths, and areas for improvement

Machine Learning Research Assistant

Jun. 2023 – Aug. 2023

USF Computer Science & Engineering

- Designed and executed benchmarking protocols using GAIVI, USF's GPU computing system, and Slurm, accelerating GPU-based algorithm evaluation by approximately 40%
- Analyzed AI success rate data utilizing Python and libraries such as TensorFlow, NumPy, and Pandas (AI and data-processing libraries) to automate experiments and visualization
- Tested machine-learning models against synthetic data-poisoning attacks and evaluated defenses to improve model robustness

PROJECTS

Game Producer & Lead Developer | *Sealbound*

Jan. 2026 – Jul. 2026

- Lead a five-person cross-functional team developing a narrative-focused pixel-art RPG in Godot, owning system design, development priorities, and production scope
- Designed core gameplay systems and implemented dialogue, bonds, NPC schedules, and day/night mechanics using GDScript
- Manage Jira sprints, Git workflows, integration, testing, and cross-disciplinary handoffs across development, art, and level design

SKILLS

Programming & Development: Python, C++, C#, JavaScript, TypeScript, HTML/CSS, SQL, GDScript, React, Next.js, SvelteKit, Node.js, Firebase, LAMP, CMake, Git, Linux

Product & UX: Figma, UI/UX Design, Product Design, Prototyping, Design Systems, User Testing, Accessibility

Tools & Production: GitHub, Jira, Confluence, Agile/Scrum, Sprint Planning, Project Scoping, Technical Documentation

Game & Creative: Godot, Unity, Aseprite, Illustrator, Game Design, Narrative Design

EDUCATION

University of Central Florida, Bachelor of Science in Computer Science

July 2026