

UI/UX designer

SUMMARY:

I'm an experienced UI/UX Designer, passionate about designing intuitive and smooth digital experiences. With over 10 years of hands-on experience in Graphic Design and 5 years in UI/UX design, I specialize in creating intuitive and visually compelling digital experiences that delight users and drive results. My journey in the design world has been fueled by a relentless passion for innovation and a commitment to excellence.

TECHNICAL SKILLS:

- Figma, Adobe XD, Sketch, Adobe CC (Illustrator, Photoshop, InDesign), Pen-paper, GitHub.

PROFESSIONAL EXPERIENCE:

SevenPro

Role: UI/UX Designer

October 2024 – Present

Project Description: Cyber security.

Responsibilities:

- Took part as a key designer on the cyber security project.
- Worked closely with the product team to deliver the wireframes and high-fidelity mockups.
- Participated actively on the project meetings to present the design ideas to the team.
- Supported the design system of the project.

Company 6

Role: UI/UX Designer

October 2023 - September 2024

Project Description:

- As a UI/UX designer at a company I spearheaded the creation of a comprehensive User Management Dashboard. This tool was designed to enable administrators to efficiently manage users, privacy regions, AWS regions, user files, and documents, with capabilities to change user regions, download documents, and edit information. They needed a robust and intuitive User Management Dashboard to streamline administrative tasks. The challenge was to design a user-friendly interface that could handle complex data and provide seamless functionality for administrators.

Responsibilities:

- Focused on crafting visually compelling and user-friendly interfaces for mobile and web applications;
- Developed wireframes and prototypes to communicate design ideas;
- Collaborated with product manager and developers to create user-friendly interfaces;
- Ensured brand consistency and a cohesive visual language across all products.

Technologies: Figma, Adobe After Effects, GitHub.

Company 5

Role: UI/UX Designer

July 2023 - February 2024

Project Description:

- International e-commerce retailer, known for its extensive selection and user-friendly online shopping experience.

Responsibilities:

- Worked on the redesign of the company's website, focusing on enhancing user flow and accessibility;

- Collaborated with stakeholders to define project goals and conducted A/B testing to optimize user interactions.

Technologies: Adobe XD, Figma.

Company 4

Role: UI/UX Designer

October 2021 - February 2023

Project Description:

- Developing a User-Centric Form Builder for B-trust Platform. This a versatile solution for identity verification and authentication. The platform required a robust form builder and editor to enable users to create, customize, and manage verification forms efficiently. As a UI/UX designer, my role was to design an intuitive form builder and editor that catered to diverse user needs while maintaining security and compliance standards.

Responsibilities:

- Participated in the redesign of the company's flagship web application, focusing on optimizing user flows and simplifying complex features;
- Collaborated closely with product managers and developers to align design efforts with business objectives and technical constraints;
- Implemented a design system to ensure consistency and scalability across the platform, resulting in a 30% reduction in user errors and a 20% increase in user satisfaction.

Technologies: Sketch, Invision, Figma, Adobe After Effects.

Company 3

Role: Marketing Designer

July 2020 - October 2023

Project Description & Responsibilities:

- Developed compelling visual content for a wide range of marketing campaigns, including social media graphics, print advertisements, and promotional materials;
- Collaborated with marketing and branding teams to ensure cohesive visual messaging across all platforms. Utilized Adobe Creative Suite (Photoshop, Illustrator, InDesign) to produce high-quality designs that align with brand guidelines.

Technologies: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Figma.

Company 2

Role: Web Designer

March 2019 - July 2020

Project Description & Responsibilities:

- Designed visually compelling and user-centric website layouts and interfaces;
- Worked closely with clients to understand their branding and visual identity, ensuring that the web designs accurately reflected their vision;
- Created mood boards, style guides, and design templates to maintain consistency and coherence throughout the project;
- Collaborated with developers to ensure design feasibility and quality.

Technologies: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Figma.

Company 1

Role: Brand Designer

June 2017 - March 2019

Project Description & Responsibilities:

- Led the whole design process;
- Analyzed project requirements: understanding business goals, user needs, and development opportunities;
- Analyzed different sources of data for identification of insights;
- Provided creative input/ideas regarding functionality and implementation.

Technologies: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Figma.

EDUCATION:

2011 - 2016
Kyiv National Shevchenko University
Master's degree. Psychologist

COURSES:

2024 - present
Google - UX Design Professional

2024 - present
IBM - Data Science

LANGUAGES:

English – Advanced
Ukrainian – Native