

General Information:

Name:	Natalia Ch., Middle UI/UX designer, 5+ years commercial exp
Date of birth:	April 30, 1987 (37 years)
Portfolio:	https://www.behance.net/nataliegris
Summary:	Position: UI/UX Designer Experienced UI/UX Designer with over 5 years of expertise in crafting user-centered designs for both mobile and web applications. Proficient in the full spectrum of UI/UX tools and methodologies, including design thinking, user interviews, mind-mapping, wireframing, and interactive prototyping. Adept at creating comprehensive design systems, performing competitor and benchmarking analysis, and developing engaging visual content such as social media banners, logos, and motion graphics. Proven ability to enhance user experience through meticulous attention to detail and a deep understanding of design principles. Skilled in Figma, Adobe Illustrator, Adobe Photoshop, and Adobe After Effects.

Technical skills:

Operating Systems:	Windows, MacOS
Tools	Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects
Skills	UI/UX design Graphic design, 2D Motion design, Knowledge of: Composition basics, Coloristics basics, Typography basics

Other tools	Jira, Slack, Confluence
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Professional experience:

October, 2022 – Now	Description: • UI/UX design for mobile and web applications • Creating social media banners, logo and packaging design, presentations • Motion graphics • Graphic design tasks for internal company usage Tools: Figma, Adobe Illustrator, Adobe Photoshop, Adobe After Effects Position: UI/UX Designer
August, 2020 - August, 2022	Description: • Working with client briefs; • Competitor analysis, benchmarking analysis; • Creating: user persona, CJM, service blueprints; • Low-fidelity, high-fidelity wireframing; • Low-fidelity prototyping. Tools: Figma, Adobe Illustrator Position: UI/UX Designer
April, 2019 - August, 2020	Description: • Creating design systems from scratch; • Transferring design systems and whole design from Sketch to Figma; • Low-fidelity, high-fidelity wireframing; • Low-fidelity prototyping; • Landing page design and implementation.

Tools:

Figma, Adobe Illustrator, Adobe Photoshop

Position:

UI/UX Designer

Education:

2004 - 2010

Kharkiv Karazin National University
Economic cybernetics

Foreign Languages:

English

Upper-Intermediate (B2)

Clients review:

NDA, Customer

"Good quality of working, I was happy with the result; component attention was also great. Good communication and teamwork are also good, I want to keep working with Natalia and thanks for her professionalism!"