



UI/UX DESIGNER

I've been enjoying my profession of UX/UI Designer since 2011 year. The most number of projects I have done were designed for US and EU audience. Among my works there are designs in different spheres what you can notice by reviewing my portfolio. I think the best confirmation of success of a product is the acceptance by users, that's why user-testing and UX research are the integral parts of the design process. I prefer sketching ideas with the pen, before using software for prototyping, that's why first I take my notebook to write and review all of my ideas regarding tasks or product in general. I like to use paradigm of thinking outside the box when it's possible. Working closely with developers and customers I try to find the best way to satisfy the users of the product without sacrificing the possibility to implement the product in time. That's why I have tendency to be varied. In addition, I have some experience in graphic and web design.



TECH SKILLS

- UX (INCLUDING RESEARCH)
- USER-TESTING
- UI/GUI AND INFORMATIONAL
- STRUCTURES DEVELOPMENT

PORTFOLIO

PROJECT #1

SOFTWARE DEVELOPMENT COMPANY

May 2018 – December 2021

- UX (INCLUDING RESEARCH) AND UI FOR SPECIFIC TASKS
- ORGANIZATION AND PARTICIPATION IN WORKING GROUPS
- USER-TESTING (THE MOST INTERESTING WAS WITH WALT DISNEY)
- CREATION OF INFORMATIONAL ARCHITECTURE

PROJECT #2

SOFTWARE DEVELOPMENT COMPANY

April 2014 – March 2018

WORKED ON UX/UI (INCLUDING RESEARCH AND USER-TESTING) FOR:

- INTRANET SYSTEM
- ADSERVER SYSTEM (CRM)
- SUPPORT AND SAILS CHAT (CRM)
- WIDGETS FOR CHROME BROWSER
- DIFFERENT DESKTOP (WINDOWS/MAC) AND MOBILE (ANDROID/IOS) APPLICATIONS

PROJECT #3

SOFTWARE DEVELOPMENT COMPANY

April 2011 – April 2014

- UX/UI AND WEBSITES FOR MEDICAL ORGANISATIONS «MHMC» AND «ATLANTIC ACCOUNTABLE CARE ORGANISATION»
- UX/UI FOR IOS AND ANDROID APPLICATIONS
- UX/UI FOR CRM
- PROMO WEBSITE FOR «CARNIVORES HD: DINOSAUR HUNTER» GAME
- AD BANNERS (STATIC AND FLASH) FOR «CRIME CRAFT» MMO RPG
- PROMOL WEBSITES «CRIME CRAFT: BLEED OUT» MMO RPG
- LOGO AND CORPORATE IDENTITY FOR «MAXIMUM DECISIONS» BRAND

PROJECT #4

TV COMPANY

April 2004 – September 2010

- WEB-PAGES WITH INDIVIDUAL DESIGN FOR CORPORATE WEBSITE
- CORPORATE IDENTITY (ALSO CALENDARS BOOKLETS, ETC) FOR «NEW CHANNEL»
- GRAPHIC STYLE FOR THE ANNUAL PROGRAM «PRIDE OF THE COUNTRY»
- AD BANNERS FOR MOVIES AND TELEVISION
- PRINT ADVERTISING MATERIALS

PROJECT #5

DESIGN STUDIO

October 2005 – April 2006

- WEBSITES AND INTRANET USER INTERFACES FOR DIFFERENT COMPANIES
- LOGOS AND CORPORATE IDENTITY

LANGUAGES

- ENGLISH - UPPER INTERMEDIATE

EDUCATION

- NATIONAL TECHNICAL UNIVERSITY OF UKRAINE «KYIV POLYTECHNIC INSTITUTE», MASTER OF «COMPUTER SYSTEMS ANALYST», 2007 – 2008
- NATIONAL TECHNICAL UNIVERSITY OF UKRAINE «KYIV POLYTECHNIC INSTITUTE», SPECIALIST OF «COMPUTER AIDED DESIGN», FACULTY OF ELECTRONICS, 2001 – 2007
- NATIONAL TECHNICAL UNIVERSITY OF UKRAINE «KYIV POLYTECHNIC INSTITUTE», BACHELOR OF «COMPUTER AIDED DESIGN», FACULTY OF ELECTRONICS, 2001 – 2005