

MARIIA

6

YEARS OF
EXPERIENCE



UI/UX DESIGNER

I'm an experienced Designer and Manager with more than 6 years of practical experience in the Design field, driving unique IT projects and leading effective Design teams. I'm passionate about communication, researching, journey mapping, usability, and interaction design, as well as evangelizing design thinking, and lean and agile processes. Experience in design, leadership, strategy, process & framework, as well as full capability in design team building.



TECH SKILLS

TECHNICAL

- FRONT-END BASICS (HTML/CSS)
- RESPONSIVE WEB DESIGN (AND RUBBER/FIXED LAYOUT)
- UNDERSTANDING THE POSSIBILITIES OF TECHNICAL IMPLEMENTATION OF THE WEB DESIGN

DESIGN

- WIREFRAMES
- LOW FIDELITY, MID, AND HIGH FIDELITY PROTOTYPING
- VISUAL CONCEPTS CREATION
- USABILITY TESTING
- WEB&APP DESIGN
- STRATEGY & VISION PRESENTATIONS
- MOTION DESIGN WITH PRINCIPLE & ADOBE AFTER EFFECTS
- PRODUCT DESIGN
- BOOK&MAGAZINE DESIGN
- LOGO DESIGN ILLUSTRATIONS

RESEARCH

- PERSONAS
- CUSTOMER JOURNEY MAPPING
- USER INTERVIEW
- USE CASES AND SCENARIOS
- JOBS TO BE DONE
- JOB STORIES
- USER SURVEY WORKSHOP FACILITATION
- INFORMATION ARCHITECTURE
- MIND-MAPPING TECHNIQUES
- SITE MAPPING

PORTFOLIO

PROJECT #1

OUTSOURCE DESIGN STUDIO

November 2021 - December 2022

MAIN CLIENT WAS ONE OF THE BIG FOUR ACCOUNTING FIRMS.

- COMMUNICATION WITH CLIENTS;
- UX RESEARCH, DESIGN OF WIREFRAMES, CLICKABLE PROTOTYPES TO DESCRIBE THE CONCEPT AND TEST HYPOTHESES;
- BUSINESS ANALYSIS, WORK WITH STAKEHOLDERS AND REQUIREMENTS GATHERING; DATA MODELING & ARCHITECTURE;

- GUIDING PRODUCT DESIGNERS THROUGH THE PROJECTS BY CONDUCTING REGULAR COLLABORATION AND FEEDBACK
- SESSIONS TO IMPROVE THE QUALITY OF THEIR WORK;
- MENTORING OF PRODUCT DESIGNERS, HELPING THEM GROW THEIR SKILLS AND ACHIEVE THEIR GOALS;
- JOINING CLIENT-FACING MEETINGS AND WORKSHOPS WHEN NECESSARY, TO HELP GATHER INFORMATION AND DEFINE DESIGN STRATEGIES;
- CONDUCTING DISCOVERY AND ESTIMATION EXERCISES FOR NEW BUSINESS OPPORTUNITIES.

PROJECT #2

ONLINE-BASED SMART DOCUMENT PLATFORM

November 2018 - November 2021

I WORKED WITH DEVELOPERS TO CREATE AND IMPLEMENT NEW PRODUCT FEATURES AND IMPROVE THEM IN TERMS OF USER EXPERIENCE AND INTERFACE DESIGN. SMASHDOCS (A COMPANY'S PRODUCT) EXISTS AS AN ONLINE PLATFORM, A DESKTOP APPLICATION, AND A MOBILE APPLICATION - I COVERED THEM ALL WITH USER EXPERIENCE CHANGES, INTERFACE DESIGNS, AND NEW FEATURES IMPLEMENTATIONS. I CREATED MATERIALS AND PRESENTATIONS FOR MARKETING AND SALES DEPARTMENTS, ILLUSTRATIONS, AND GRAPHIC ANIMATIONS ON REQUEST. I ALSO CREATED THE BRAND BOOK OF THE COMPANY, THE VISUAL STYLE OF THE MOBILE APPLICATION, AND THE COMPANY'S CORPORATE STYLE. HERE IS A CONCEPT PROJECT FOR REDESIGN, UNFORTUNATELY, HAS NOT BEEN IMPLEMENTED YET.

PROJECT #3

DISTRIBUTOR OF BUILDING MATERIALS AND REPAIRING TOOLS

May 2018 - November 2018

I WORKED CLOSELY WITH THE MARKETING DEPARTMENT AS A PART OF THE DESIGN TEAM AND CREATED BRANDING AND ADVERTISEMENT DESIGNS. I ALSO COLLABORATED WITH FRONT-END DEVELOPERS TO DO SOME INTERFACE CHANGES AND IMPROVEMENTS TO THE COMPANY'S WEBSITES. A GREAT PART OF MY TASKS WAS ABOUT USER EXPERIENCE CHANGES OF THE COMPANY'S WEBSITES. DURING MY WORK IN KT UKRAINE, I COMPLETED A COURSE ON 3D INTERIOR VISUALIZATION - SO I WAS INVOLVED IN THE DESIGN PROCESS OF THE COMPANY'S OFFICE ROOMS AND CREATED NICE VISUALIZATIONS, WHICH WERE TAKEN TO WORK THEN.

PROJECT #4

ADVERTISING AGENCY AND PRINTING STUDIO

January 2016 - May 2018

MY WORK WAS TO DESIGN ADVERTISING LAYOUTS, TO CREATE BRANDING MATERIALS (LOGO, STYLE GUIDES, SIGNBOARDS, ETC.). IT WAS A TOP-NOTCH EXPERIENCE IN THE FIELD OF PRINTED MATERIALS AND PREPARING LAYOUTS FOR PRINTING AS THE COMPANY HAD ITS OWN PRESSROOM. I ALSO WAS INVOLVED IN SEVERAL PROJECTS AS AN ILLUSTRATION ARTIST (BOOK ILLUSTRATION, DECORATION OF A CLINIC FOR CHILDREN, AND SEVERAL OTHER SMALL PROJECTS).

LANGUAGES

- ENGLISH - UPPER INTERMEDIATE

ADDITIONAL EXPERIENCE

- PROJECT MANAGEMENT INSTITUTE, CURRENTLY I AM STUDYING THE PMI GUIDE BOOK AND PLANNING TO TAKE AN PMI TEST IN JANUARY 2023
- DEV CHALLENGE, WITH THE TEAM OF DEVELOPERS, WE CREATED A CHATBOT PLATFORM FOR MFA OF UKRAINE, WHICH WON 1 PLACE, AND NOW IT IS A WORKING CHATBOT FOR CITIZENS OF UKRAINE. MY ROLE WAS TO DESIGN THE INTERFACE, CREATE A
- PROTOTYPE AND PREPARE ALL VISUAL MATERIALS FOR DEVELOPERS.

EDUCATION

- CHERNIHIV STATE TECHNOLOGICAL UNIVERSITY, BACHELOR OF LAW, 2013 - 2017
- CHERNIHIV TARAS SHEVCHENKO NATIONAL TEACHERS' TRAINING UNIVERSITY, BACHELOR OF HISTORY AND SOCIAL SCIENCES, 2012 - 2016
- 3D INTERIOR VISUALISATION COURSE, I LEARNED HOW TO WORK WITH AUTODESK 3DS MAX PROGRAM TO CREATE COOL INTERIORS AND MAKE REALISTIC RENDERS WITH PHOTO QUALITY. AFTER THAT I PRACTICED WORKING WITH CINEMA 4D, IT WAS PRETTY SUCCESSFUL AND I WANT TO CONTINUE CREATING 3D ARTS IN THE FUTURE.
- MOTION DESIGN INTENSIVE, I TOOK AN ANIMATION INTENSIVE TO PUT TOGETHER THE ANIMATION SKILLS I HAD AND QUICKLY STARTED MAKING ANIMATIONS FOR MOBILE APPS, LOADING SCREENS, AND SO ON.
- USER EXPERIENCE DESIGN COURSE, IT WAS A FULL COURSE ABOUT USER EXPERIENCE DESIGN AS A SCIENCE AND FIELD WITH ITS PECULIARITIES AND NUANCES. THERE WAS A LOT OF PRACTICAL EXPERIENCE AND SUCCESSFUL CASES.
- PROTOTYPING AND ANIMATION IN FIGMA WORKSHOP, THIS WORKSHOP EXPANDED MY KNOWLEDGE OF WORKING WITH FIGMA AND TAUGHT ME HOW TO QUICKLY AND EASILY CREATE CLICKABLE PROTOTYPES TO DEMONSTRATE MY DESIGNS TO CLIENTS. PRODUCT DESIGN: THE DELFT DESIGN APPROACH, IT WAS AN ONLINE COURSE THAT I STUDIED DURING THE CORONAVIRUS QUARANTINE. I STUDIED HOW TO USE A NUMBER OF KEY DESIGN METHODS TO CREATE MEANINGFUL PRODUCTS AND SERVICES. I LEARNED A LOT ABOUT DEVELOPING PRODUCT CONCEPTS, TESTING WITH USERS & FINAL PRESENTATION OF THE PRODUCT, ALSO HOW TO USE DIFFERENT KINDS OF METRICS.

- PROCREATE FOR BEGINNERS: DIGITAL ILLUSTRATION 101, I LEARNED TO USE THE PROCREATE APP FROM SCRATCH AND CREATE PROFESSIONAL ARTWORKS.
- INTRODUCTION TO WEB ACCESSIBILITY, I LEARNED ABOUT WEB ACCESSIBILITY, ITS SCOPE AND DEFINITION; HOW PEOPLE WITH DIFFERENT TYPES OF DISABILITIES USE VARIOUS ASSISTIVE TECHNOLOGIES AND ADAPTIVE STRATEGIES TO INTERACT ON THE WEB; PRINCIPLES, STANDARDS, AND CHECKS, HOW TO DO CHECKS OF WEB ACCESSIBILITY; AND HOW TO INTEGRATE ACCESSIBILITY INTO UX AND UI DESIGN.