

Tools

Sketch	Figma
Principle	InVision
Photoshop	Illustrator
After Effects	Premier Pro
HTML/CSS	Webflow

Education

Ukraine
Kharkiv National University of
Radio-Electronics

Bachelor degree
Computer science
2005-2010

Certifications

Coursera
User Interface Design Specialization

License number:
3L53CCLZ4W2R
March 2019

Experience

November 2020 - Present

Senior Product Designer - Fantasy / NYC

- Working with the World's #1 CRM Company.
- Design and implement Design System, including Figma libraries, UI components, and documentation.
- Collaborate with cross-functional teams and stakeholders to meet user needs and business objectives.
- Prototype and A/B test to optimize user engagement and conversion rates.
- Use Jobs-to-be-Done (JTBD) and customer journey mapping for informed design decisions.
- Ensure accessibility standards and best practices for inclusive user experience.
- Support product designers with reusable and adaptable interactive components.

June 2019 - March 2020

Freelance UI Designer / Product Designer - Publicis Sapient / NYC

- Redesigning of The Mercedes-Benz Dealer Delivery application
- Establishing a Design System Library for Mercedes-Benz USA
- Craft wireframes, prototypes, and high-fidelity user interface designs using conventional design tools such as InVision and Principle
- Conduct user research and subject early-stage designs to usability testing, and develop usability testing as an integral part of the product development life cycle
- Collaborating closely with developers, PMs, and clients within weekly sprint cycles.

November 2018 - March 2019

Freelance UI Designer / Product Designer - BIG Human / NYC

- Wireframing and designing new components for an established design pattern library for one of the biggest insurance companies in the US
- Maintaining an organized style guide of design elements
- Creating visual prototyping of design principles and screen flows
- Designing animated and interactive user interfaces.
- Collaborating closely with developers, PMs, and clients within weekly sprint cycles.

June 2018 - October 2018

Freelance UI Designer / Production Designer - Valtech / NYC

- Setting up and updating the UI Pattern library for a new web app for a world-famous luxury company
- Creating variations and options of UI design and responsive design screens according to wireframes and brand guidelines.
- Setting up and control of the working process of transferring final visual designs to the development team via "Sketch to Zeplin"
- Designing animated and interactive user interfaces.