

Valeria M.

UI/UX DESIGNER



ABOUT ME

UI/UX Designer with 4+ years of experience in UI/UX Design; good experience in Interface design, Design systems, Adaptive design; UX research, prototyping and full circle of design; communication with customers and developers team; high level of communication, organization and negotiation skills; good team player, a responsible employee with good communication skills.

SKILLS

HARD SKILLS

- Figma;
- Adobe Illustrator;
- Photoshop;
- Sketching, Wireframing;
- Prototyping;
- UX research;
- UI design;

HARD SKILLS

- Knowledge of colour theory, composition, typography;
- Definition of target audience;
- Understanding of UX design principles and methodologies

WORK EXPERIENCE

Project Description: Tool is designed for QA testers, product owners and managers. It allows to conduct end-to-end tests without special skills and manage team work.

Customer: NDA

Involvement Duration: 07.2023-until now

Project Role: **UI/UX Designer**

Responsibilities:

- Redesign of corporate website;
- Editing and adjusting initial flow;
- UI-KIT creation;
- Working on the complex system for conducting tests.

Project Team Size: 6 team members

Tools & Technologies: Figma, Jira.

Project Description: CRM system is designed for wedding management. Helps to manage the full cycle of the wedding, such as adding attendees, seating arrangement, contact list.

Customer: NDA

Involvement Duration: 09.2022-07.2023

Project Role: **UI/UX Designer**

Responsibilities:

- Redesign of corporate websites;
- Creating UI kits from scratch;
- Working on the CRM systems.

Project Team Size: 10 team members

Tools & Technologies: Figma, Adobe Illustrator, Jira, Confluence, Wireframing, Prototyping.

Project Description: CRM system is designed for applying customers' products and selling software. Also, the system gives the ability to manage them.

Customer: NDA

Involvement Duration: 06.2021-09.2022

Project Role: **UI/UX Designer**

Responsibilities:

- Working on the CRM system;
- Creating a design system from scratch;
- Developing checkout page templates;
- Creating internal presentations and guides;
- Working on the mobile app.

Project Team Size: 7 team members

Tools & Technologies: Figma, Adobe Illustrator, Monday, Wireframing, Prototyping.

Project Description: A mobile and web application for construction workers to find jobs.

Customer: NDA

Involvement Duration: 01.2021-06.2021

Project Role: **UI/UX Designer**

Responsibilities:

- Developed the user interface for the mobile and web applications, including wireframes, mockups, and high-fidelity designs;
- Collaborated with a team of developers and QA engineers to implement the user interface.

Project Team Size: 8 team members

Tools & Technologies: Figma, Adobe Illustrator, Wireframing, Prototyping.

Project Description: Messaging platform

Customer: NDA

Involvement Duration: 06.2019-12.2020

Project Role: **UI/UX Designer**

Responsibilities:

- Work with the design system;
- User testing;
- Workshops organizing;
- Competitor research;
- Developing and designing for the new features.

Project Team Size: 7 team members

Tools & Technologies: Figma, Adobe Illustrator, Monday, Wireframing, Prototyping.

COURSES

- **UX design medium (Designly)**
- **UI/UX design course (Alexey Bychkov)**
- **Basics of UI/UX design in practice (Udemy)**
- **Mobile apps design (Designly)**

EDUCATION

Degree received

Department **Lviv National Music Academy**

LANGUAGE

English

Upper-Intermediate