

Yuliia L.

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; communicating with customers and developers team; high level of communication, organization and negotiation skills; good team player, a responsible employee with good communication skills.

SKILLS

INDUSTRY KNOWLEDGE

- User Interface;
- Prototyping;
- Wireframing;
- Interaction Design;
- Responsive Design;
- User Research;
- Mind Mapping;
- User Flow;
- Usability Testing;
- HTML, CSS;
- Knowledge of SDLC, Waterfall, Agile concepts (Scrum, Kanban);
- Project management;
- Conducting surveys;
- Conducting interviews;
- Creating information architecture;
- Customer journey mapping;
- Creating personas and user stories.

INSTRUMENTS

- Figma;
- Jira;
- Trello;
- Maze.

WORK EXPERIENCE

Project Description:

The project involves the development of an online service designed to streamline the process of filling tax forms. Specifically tailored for tax assistants managing a diverse client base, the platform facilitates the creation of accurate and efficient tax reports. Each tax consultant is provided with a personalized workspace containing a client roster and templates customized for each client.

Customer:

NDA

Involvement Duration:

03.2023-until now

Project Role:

UI/UX Designer

Responsibilities:

- Client briefing, competitive analysis, industry research and study, user search, concept development, ideas generation, wireframing and prototyping, testing and analysis, interface design for every role, creation of a UI-kit, including colors, typography, icons, buttons, and inputs; preparation and development

Project Team Size:

5 team members

Tools & Technologies:

SSurveys, creating personas, customer journey mapping, creating product hypotheses, field study, creating user flows, information architecture, wireframing, creating a prototype, unmoderated testing, data analysis, UI design, UI-kits.Figma, Adobe Illustrator, Google Forms, Maze, Human Interface Guidelines, Coolers, Jira.

Project Description:

An online platform designed for companies, resembling cloud storage but with advanced functionality. It includes features such as creating file collections, assigning various access levels, and crafting quizzes (multiple choice, true/false, open notes, and a code simulator). The platform integrates AI, enabling the generation of subtitles for video and audio files. Additionally, the service allows the creation of user groups for efficient file sharing and provides comprehensive system metrics and usage insights. The interface is tailored for five distinct roles and offers both light and dark themes.

Customer:

NDA

Involvement Duration:

07.2022-03.2023

Project Role:

UI/UX Designer

Responsibilities:

- Client briefing, competitive analysis, user search, concept development, ideas generation, feature prioritization with Kano model, wireframing and prototyping, testing, and analysis, interface design for every role, creation of a UI-kit, including colors, typography, icons, buttons, inputs; preparation and development

Project Team Size:

12 team members

Tools & Technologies:

Surveys, creating personas, customer journey mapping, creating product hypotheses, prioritizing features using the Kano model, creating user flows, information architecture, wireframing, creating a prototype, unmoderated testing, data analysis, UI design, UI kits.Figma, Adobe Illustrator, Google Forms, Google Sheets, Maze, Human Interface Guidelines, Solar, Coolers, Jira.

Project Description:

Creating a mobile application for a streaming video service that addresses two main issues: unauthorized subscription sharing and limited availability of content in Ukrainian language.

Customer:

NDA

Involvement Duration:

10.2021-07.2022

Project Role:

UI/UX Designer

Responsibilities:

- Client briefing, competitive analysis, user research, concept development, wireframing and prototyping, testing and analysis, interface design (designing the visual appearance and interaction of user interface elements, including colors, typography, icons, buttons), preparation and handoff to developers.

Project Team Size:

4 team members

Tools & Technologies:

Surveys, conducting in-depth interviews, Job stories creation, Customer Journey Mapping (CJM), idea generation, Prioritization using the Kano model, user flows creation, information architecture, prototype creation, unmoderated testing, data analysis, UI design, UI-kit. Google forms, google sheets, Maze, Human Interface Guidelines, Google Fonts, Material Icons, Jira.

Project Description:

Development of an online service that allows users to transfer large files or sets of files quickly and easily, even without registration. The main purpose of this service will be both long-term storage of files, similar to cloud storage, and quick transfer of small and large amounts of information between users on the go.

Customer:

NDA

Involvement Duration:

08.2020-10.2021

Project Role:

UI/UX Designer

Responsibilities:

- Client briefing, competitive analysis, user research, concept development, wireframing and prototyping, testing and analysis, interface design (designing the visual appearance and interaction of user interface elements, including colors, typography, icons, buttons), preparation and handoff to developers.

Project Team Size:

8 team members

Tools & Technologies:

Surveys, creating personas, user stories, creating product hypotheses, prioritizing features using the Kano model, creating user flows, information architecture, creating a prototype, unmoderated testing, data analysis, creating UI design, UI-kit. Google forms, google sheets, Figma, Maze, Human Interface Guidelines, Solar, Coolers, Jira.

Project Description:

Project for developing the interface for an e-commerce store with the aim of creating an aesthetically pleasing and user-friendly environment for customers. The tasks include designing UI/UX elements such as buttons, forms, and a catalog, with a focus on maximum convenience and intuitiveness for users.

Customer:

NDA

Involvement Duration:

09.2019-08.2020

Project Role:

UI/UX Designer

Responsibilities:

- Client briefing, competitive analysis, user research, concept development, wireframing and prototyping, testing and analysis, interface design (designing the visual appearance and interaction of user interface elements, including colors, typography, icons, buttons), preparation and handoff to developers.

Project Team Size:

6 team members

Tools & Technologies:

Surveys, creating personas, user stories, creating product hypotheses, prioritizing features using the Kano model, creating user flows, information architecture, creating a prototype, unmoderated testing, data analysis, creating UI design, UI-kit. Google forms, google sheets, Figma, Maze, Human Interface Guidelines, Solar, Coolers, Jira.

COURSES

Introduction to User Experience Design (Coursera)
Georgia Institute of Technology

UX Fundamentals (Gymnasium)

Learning How to Learn (Coursera) - Deep Teaching Solutions

Basic HTML, Basic CSS (freeCodeCamp)

Responsive Web Design Principles (freeCodeCamp)

HTML + CSS Basic (Mate academy)

EDUCATION

Degree received

Department

Odessa National Medical University 2014-2020 Specialist Degree General medicine

LANGUAGE

English

Upper-Intermediate