

# Yuliya M.

## Senior UI/UX Designer

### SUMMARY

- Experienced UX/UI designer with over 5 years of expertise in web and mobile app design. - Proficient in creating illustrations, logos, and icons, showcasing strong graphic design skills. - Skilled in developing Figma components and libraries for seamless and user-friendly experiences. - Strong background in user-centric design, problem-solving, and attention to detail. - Extensive experience in wireframing, prototyping, and user research for effective product design. - Proficient in tools such as Figma, Adobe Photoshop, and Adobe Illustrator. - Worked on diverse projects in industries like financial services, healthcare, and education, showcasing adaptability and versatility in design. - Upper-Intermediate English

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Figma (5 yr.), Adobe Photoshop (7 yr.)
<b>UI Frameworks, Libraries, and Browsers</b>	Adaptive design (5 yr.)
<b>UI/UX/Wireframing</b>	Adobe Illustrator (3 yr.), Adobe Photoshop (7 yr.), Atomic design (4 yr.), Figma (5 yr.), Graphic Design (5 yr.), Prototyping (4 yr.), Responsive Design (4 yr.), Tilda (2 yr.), UI/UX Design (4 yr.), UX Design (5 yr.), Wireframing (4 yr.), Wix (2 yr.)
<b>Soft Skills</b>	Attention to Detail (5 yr.), Research Skills (4 yr.)
<b>Collaboration, Task &amp; Issue Tracking</b>	Miro (2 yr.), Notion (1 yr.)
<b>Other Technical Skills</b>	Detail Oriented (5 yr.), Empathy (5 yr.), Illustration and icons (5 yr.), Product Design (1 yr.), typography (5 yr.)

### WORK EXPERIENCE

#### Product Designer, Finance platform

**Duration:** 04/2022 - today

**Summary:** A financial management platform designed for growing businesses, providing seamless access to corporate cards and advanced spending controls.

**Responsibilities:** Led one cross-functional POD of the mobile app and supported designers with other PODs; Worked in cross-disciplinary teams; Articulated design decisions to fellow designers, engineers, and stakeholders; User Interface design; Prototyping; User experience design; Components creation.

**Technologies:** Product Design, UX/UI Design, Prototyping, User Interface design, Components creation

## UX/UI Designer, Company Website

**Duration:** 07/2021 - 01/2022

**Summary:** Development of a new website for the company.

**Responsibilities:** Working in cross-disciplinary teams; Articulating design decisions to fellow designers, engineers and stakeholders; User Interface design; Prototyping; User experience design; Wire-framing.

**Technologies:** UX/UI Design, Prototyping, User Interface design, Wire-framing

## UX/UI Designer, Blood Pressure App

**Duration:** 11/2020 - 01/2021

**Summary:** A mobile app for heart patients, simplifying blood pressure and health metric monitoring, and enabling easy data sharing with doctors for prompt medical adjustments.

**Responsibilities:** User Interface design; Design of landing page; Prototyping; Illustrations; Graphic design; Wire-framing.

**Technologies:** UX/UI Design, Prototyping, User Interface design, Illustrations, Graphic design, Wire-framing

## UX/UI Designer, Blood Pressure App

**Duration:** 11/2020 - 01/2021

**Summary:** A mobile app for heart patients, simplifying blood pressure and health metric monitoring, and enabling easy data sharing with doctors for prompt medical adjustments.

**Responsibilities:** Working in cross-disciplinary teams; Articulating design decisions to fellow designers, engineers and stakeholders; User Interface design; Design of landing page; Prototyping; Illustrations; Graphic design; Wire-framing.

**Technologies:** UX/UI Design, Prototyping

## UI Designer, IT-Events Calendar

**Duration:** 02/2020 - 04/2020

**Summary:** A web app for students featuring an educational and career event calendar. Companies can attract potential employees through IT events that participants can register for

**Responsibilities:** Working in cross-disciplinary teams; Articulating design decisions to fellow designers, engineers and stakeholders; User Interface design; Graphic design; Prototyping.

**Technologies:** UI Designer, User Interface design, Graphic design, Prototyping

## UI Designer, Unity Game

**Duration:** 08/2019 - 10/2019

**Summary:** An arcade game where players step into the shoes of a chicken hunter on a cleanup mission.

**Responsibilities:** Working in cross-disciplinary teams; Articulating design decisions to fellow designers, engineers, and stakeholders; Graphic design; Illustrations.

**Technologies:** UI Designer, Graphic design, Illustrations

## Graphic Designer, Advertising agency

**Duration:** 04/2017 - 08/2017

**Summary:** Working in an advertising agency "Zhuk"

**Responsibilities:** Created customized outdoor advertising, and printed materials, and provided branding and logo design services for diverse clients.

**Technologies:** Graphic Designer, Created customized outdoor advertising, printed materials, branding, logo design



## EDUCATION

- **Designer**  
Bachelor's degree

