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

Main Technical Skills	Figma (5 yr.), Adobe Photoshop (7 yr.)
UI Frameworks, Libraries, and Browsers	Adaptive design (5 yr.)
UI/UX/Wireframing	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.)
Soft Skills	Attention to Detail (5 yr.), Research Skills (4 yr.)
Collaboration, Task & Issue Tracking	Miro (2 yr.), Notion (1 yr.)
Other Technical Skills	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

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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