

Hiring software engineer as easy as calling a taxi.

# Kirill Kh.

## UI/UX Designer

### SUMMARY

- UI/UX designer with more than 7-year experience in providing customized design solutions for complex SaaS, B2B, B2C products and mobile applications, introducing only the highest level of UI/UX in each project.
- My philosophy is to provide a quality product in the most efficient manner. I always adhere to my development stages in creating a product. You will not get work that is done poorly and you will not have to change it.
- I always hear and understand what the customer wants, so you don't have to spend a hundred hours explaining what your product requires.
- Quick learner, team player, goal-oriented and responsible
- Intermediate+ English
- Availability starting from 01.09.2023

### SKILLS

<b>Main Technical Skills</b>	UI/UX
<b>UI/UX/Wireframing</b>	Adobe After Effects, Adobe Flash, Adobe Illustrator, Adobe indesign, Adobe Photoshop, Adobe XD, Axure RP, Elementor, Figma, Graphic Design, InVision, Principle, Prototyping, Sketch, Sony Vegas, UI/UX, Web Design

### EXPERIENCE

#### UI/UX Designer

Jan 2021 - Present

#### Web UI/UX Design, Graphic Design, Mobile Apps, Freelance

Feb 2014 – Dec 2021

#### UI/UX Designer, P2H

Jun 2019 – Nov 2019

#### UI/UX Designer, Art Director, Noxster

May 2018 – Mar 2019

## **UI/UX Designer, Art Director, Tme-isMoney**

Jul 2017 – May 2018

## **UI/UX Designer, Gorasio**

July 2016 – July 2017

## **UI/UX Designer, GeekTeam Design**

May 2015 – July 2016

## **My main areas of focus are:**

Nov 2022 – now UI / UX Design

- Web & Tablet App Design
- Mobile App Design (iOS/Android)
- Low-fidelity & high-fidelity prototyping
- Wireframing / Sitemap / Userflow
- Material design
- Adaptive & Responsive Design

## **This is an example of my workflow:**

- Research — That's where my work gets started. I must know your customer to deliver the best experience. I analyze both your business and your clients and determine goals and strategies based on that research. You'll get your customer's portraits and roles and also a strategy analysis.
- Development — This stage includes information architecture and interaction design works. I create prototypes and give you a look for your app and then wrap it into attractive design language. That's the
- Phase where well-known UI/UX design goes. You'll get your app designed. All screens, all transitions, all pop-ups, from prototypes to hi-fi.
- Production — For quick and easy implementation, I prepare all sources for your team. You'll get all files, assets, UI Kits, and style guides so you can start your development work immediately.
- Support — I'm not leaving my work at a halfway point. You can rely on my support for your project on future interactions and versions.

## **EDUCATION**

**V. N. Karazin Kharkiv National University, Faculty of Sociology, Media Communications**  
2019

**V. N. Karazin Kharkiv National University , Faculty of Sociology, Advertising and Public Relations**  
2017

