

Kirill Kh.

Senior 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

TECHNICAL SKILLS

Main Technical Skills	UI/UX
Wordpress Ecosystem	Elementor
UI/UX/Wireframing	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

