Mariia K.
Middle Middle+ UI/UX Designer

SUMMARY

- UI/UX Designer with 5 years of experience in Ukraine - Proficient in Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Animate, Adobe Media Encoder, and other design tools - Skilled in web design, prototyping, wireframes, and illustration - Experienced in creating complete system designs for products - Familiar with project management tools such as Trello and Jira, as well as version control systems like GitLab - Strong background in engineering, holding a Master's degree in biomedical engineering - Fluent in English with a B1 level proficiency

TECHNICAL SKILLS

Main Technical Skills	UI/UX Design (5 yr.), Adobe Illustrator, Web Design, Blender 3D
UI/UX/Wireframing	Adobe After Effects, Adobe Animate, Adobe Illustrator, Adobe Media Encoder, Adobe Photoshop, Figma, Prototyping, Sketch, UI/UX Design (5 yr.), Web Design, Wireframes, Wix
Collaboration, Task & Issue Tracking	Atlassian Trello, Jira
Version Control	Git
Other Technical Skills	Dropbox, Git Lab, Movavi, Wixmotion design

WORK EXPERIENCE

UI/UX Designer, UI/UX Designer

Duration: Oct 2021 - Present
Summary:

- Making the design of product for determination and developing skills
- creating a complete system design for a product

Responsibilities: Making the design of product for determination and developing skills; creating a complete system design for a product.
Technologies: Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Illustration, Icons

UI/UX Designer, UI/UX Designer

Duration: Jul 2019 - Aug 2022
Summary: Creating a small program interface for user interaction with Unity 3D and Hardware technologies.

Responsibilities: Creating a small program interface for user interaction with Unity 3D and Hardware technologies.
Technologies: Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Illustration

UI/UX Designer, UI/UX Designer

Duration: Aug 2021 - Oct 2021
Summary: Making the design of a city guide for tourists.
Responsibilities: Making the design of a city guide for tourists.
Technologies: Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Illustration, Icons

UI/UX Designer, UI/UX Designer

Duration: Jan 2020 - Jul 2021
Summary: Creating a technical concept of robot in 3D format for advertising development of the product "Farmer Bot".
Responsibilities: Creating a technical concept of robot in 3D format for advertising development of the product "Farmer Bot".
Technologies: Blender 3D: 3D modeling; Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Illustration, Icons

UI/UX Designer, UI/UX Designer

Duration: Feb 2021 - Mar 2021
Summary:

- Creation of the official website of the IT company on the WIX platform
- Adapting the site for mobile devices

Responsibilities: Creation of the official website of the IT company on the WIX platform; Adapting the site for mobile devices.
Technologies: Wix: Design, Adaptation, Animation; Figma: Prototyping, Creating styles, Illustration; Adobe Illustrator: Icons, Illustration

UI/UX Designer, UI/UX Designer

Duration: Jul 2021 - Sep 2021
Summary: Creating a mobile application design for digitalization of the process of creating concrete structures during construction.
Responsibilities: Creating a mobile application design for digitalization of the process of creating concrete structures during construction.
Technologies: Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Icons

UI/UX Designer, UI/UX Designer

Duration: Apr 2020 - Present
Summary:

- Creating a multifunctional design of an online store of cosmetics and household goods
- adapting the design dimensions for mobile devices

Responsibilities: Creating a multifunctional design of an online store of cosmetics and household goods; adapting the design dimensions for mobile devices.

Technologies: Figma: Prototyping, Design, Creating styles, Illustration; Adobe Illustrator: Illustration

UI/UX Designer, UI/UX Designer

Duration: Apr 2018 - Jul 2019
Summary:

- Design of webpage and mobile app
- Creating a big number of icons and advertising banners

Responsibilities: Design of webpage and mobile app; Creating a big number of icons and advertising banners.
Technologies: Adobe Photoshop, Adobe Illustrator, Figma, Mobile Design, Jira, Git Lab, Wireframes, User Interface

EDUCATION

- **Vinnytsia National Technical University**
  M aster's D egree in biom edical engineering
  Sept 2020 - Jan 2022
- **Vinnytsia National Technical University**
  Bachelor's D egree in biom edical engineering
  Sept 2016 - June 2020

CERTIFICATION

- **Winstars Technology & Courses**
  Web Designer
  2018 - 2019