

Mark Dr.

Senior UI/UX Designer

SUMMARY

Accomplished Software Engineer boasting a solid educational background with Bachelor's and Master's degrees in technical fields, complemented by a track record of successful UI/UX design projects. Technical proficiency is evidenced by hands-on experience with tools such as Figma, Photoshop, and Illustrator, and reinforced by a deep understanding of design-research methodologies and user-centric development principles. A career highlighted by pivotal wins in prestigious competitions such as the Intel ISEF and a proven entrepreneurial aptitude as CEO of a startup demonstrates a blend of strategic acumen and technical prowess. Engineering excellence is further showcased by the delivery of innovative solutions within broad technology stacks, highlighting expertise in responsive design, prototyping, and collaboration with cross-functional teams to meet diverse client needs.

TECHNICAL SKILLS

Main Technical Skills	Responsive Design, Prototyping, Figma, Adobe Photoshop, Adobe Illustrator
UI Frameworks, Libraries, and Browsers	Ant Design
JavaScript Frameworks	React
Data Analysis and Visualization Technologies	Business Analysis
Azure Cloud Services	Azure App Service
UI/UX/Wireframing	Adobe Illustrator, Adobe Photoshop, Adobe premier pro, Figma, Prototyping, Responsive Design, Wireframing
Project Management & Administration	Marketing research, Project Management
Other Technical Skills	Brand Positioning

WORK EXPERIENCE

UI/UX Designer, Baggage Calculator

Duration: 2022

Summary: An application designed to help users calculate their baggage allowance when traveling.

Responsibilities: Responsible for UI/UX design, creating prototypes, and ensuring a responsive design.

Technologies: Prototype

UI/UX Designer, My garden

Duration: 2022

Summary: A multifunctional gardening application that modernizes gardening technology.

Responsibilities: Responsible for concept design, interaction design, and prototyping.

Technologies: Prototype, Video

UI/UX Designer, Love App

Duration: 2022

Summary: An innovative dating app that takes inspiration from the concept of love at first sight.

Responsibilities: Led the UX experiments, usability testing, and created high-fidelity prototypes.

Technologies: Prototype, Video

UI/UX Designer, Lista

Duration: 2022

Summary: Lista is an app designed to assist with renovation project estimations including time and material calculations.

Responsibilities: Managed design research, wireframes creation, and prototype development.

Technologies: Prototype

UI/UX Designer, Boom

Duration: 2022

Summary: BOOM is a casting tool for producers and actors that simplifies the casting process.

Responsibilities: Involved in user research, interaction design, and rapid prototyping of the application.

Technologies: Prototype

UI/UX Designer, Van-case

Duration: 2022

Summary: Van-case provides a 3D van customization tool for professional design and layout.

Responsibilities: Designed UI interface and executed prototyping for 3D VAN design interactions.

Technologies: Prototype, Video



UI/UX Designer, SAS Travel Assistant App

Duration: 2022

Summary: SAS travel assistant app provides users with real-time updates about their Scandinavian airline flights.

Responsibilities: Designed the user interface and handled usability testing for travel app.

Technologies: Prototype

UI/UX Designer, Guty

Duration: 2022

Summary: Guty is a healthcare platform that seamlessly connects patients with doctors for qualified care.

Responsibilities: Oversaw the full design process from research to final prototyping.

Technologies: Prototype

UI/UX Designer, PINO

Duration: 2022

Summary: PINO app streamlines maintenance processes for hotels, fitness centers, and more.

Responsibilities: Conducted scenario design and created interactive prototypes for the application.

Technologies: Prototype

UI/UX Designer, Kiitos

Duration: 2022

Summary: Kiitos platform allows local artisans and craftsmen to promote their services and find small jobs.

Responsibilities: Developed the project's visual elements and responsive design.

Technologies: Prototype

EDUCATION

- **Bachelor in Software Engineering**
Diploma with Honors
not provided
- **Bachelor in International Business**
not provided
not provided
- **Master in Computer Science**
Diploma with Honors
not provided
- **Visual Elements of UI Design**
California Institute of the Arts
not provided
- **Introduction to UX Design**
Georgia IT
not provided
- **Introduction to Psychology**
Yale University
not provided



- **Fundamentals of Digital Marketing**

Google
not provided

CERTIFICATION

- **English**

Advanced
not provided

- **Slovak**

Intermediate
not provided

- **Ukrainian**

Native
not provided

