

# 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

|   |   |
|---|---|
| <b>Main Technical Skills</b>                        | Responsive Design, Prototyping, Figma, Adobe Photoshop, Adobe Illustrator                                 |
| <b>JavaScript Frameworks</b>                        | React   |
| <b>Data Analysis and Visualization Technologies</b> | Business Analysis   |
| <b>UI Frameworks, Libraries, and Browsers</b>       | Ant Design  |
| <b>Azure Cloud Services</b>                         | Azure App Service   |
| <b>UI/UX/Wireframing</b>                            | Adobe Illustrator, Adobe Photoshop, Adobe premier pro, Figma, Prototyping, Responsive Design, Wireframing |
| <b>Project Management &amp; Administration</b>      | Marketing research, Project Management  |
| <b>Other Technical Skills</b>                       | 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, Gutty**

**Duration:** 2022

**Summary:** Gutty 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

