

Maria M.

Middle UX/UI Designer

SUMMARY

- UI/UX Designer with 3 years of experience in the IT industry - Have good strategic thinking and a marketing background - Upper-Intermediate English - Available ASAP

TECHNICAL SKILLS

Main Technical Skills	UI/UX
Industry Domain Experience	Marketing
UI/UX/Wireframing	Adobe Photoshop, Adobe XD, Figma, Graphic Design, InVision, Principle, Prototyping, Sketch, UI/UX, UxPin, Web Design
Soft Skills	Research Skills
Other Technical Skills	Copywriting, Photo Retouching

EXPERIENCE

Web Designer, Viddyoze (UK)

May 2021 – March 2022

Description: Full-time designer for various types of tasks, including banners, working on application layouts, creating landing pages, etc.

Responsibilities:

- Graphic Design
- Visual analysis
- UX
- UI

Project Team Size: 5 team members

Tools & Technologies: Figma, Adobe Photoshop, UxPin, Adobe Illustrator

Graphic Designer, Logo for Store for sanitary ware (DE)

January 2022

Description: Create a logo for an online store in Germany that specializes in sanitary ware and urinals

Responsibilities:

- Visual analysis
- Research
- Graphic Design

Project Team Size: 3 team members

Tools & Technologies: Figma, Adobe Illustrator

UX/UI Designer, Pontua (PT)

June 2021 – July 2021

Description: UX/UI Designer to create a landing page to promote a platform with the ability to create and segment campaigns, and track campaign investment, and employee performance.

Responsibilities:

- Visual analysis
- UX
- UI

Project Team Size: 4 team members

Tools & Technologies: Figma, Adobe Photoshop

Web Designer, Brandbook for an IT company (PL)

October 2021

Description: Logo redesign and brand book creation for Polish IT company

Responsibilities:

- Graphic Design
- Visual analysis
- Research

Project Team Size: 3 team members

Tools & Technologies: Figma, Adobe Photoshop, Adobe Illustrator

UX/UI Designer, Corporate website - W-V Law Firm LLP (DE)

November 2020 – March 2021

Responsibilities:

- Visual analysis
- UX
- UI



Project Team Size: 3 team members

Tools & Technologies: Figma, Adobe Photoshop

UX/UI Designer, Corporate website - Saeedo (US)

February 2020

Description: Creating a website for an IT company, including a mobile version.

Responsibilities:

- Visual analysis
- UX
- UI

Project Team Size: 4 team members

Tools & Technologies: Figma, Adobe Photoshop, Adobe Illustrator

UX/UI Designer, Corporate website for Photographer (US)

November 2020 – January 2020

Description: Creating a logo and website for a business photographer from scratch. Also creating a mobile version.

Responsibilities:

- Visual analysis
- UX
- UI
- Logo creation

Project Team Size: 3 team members

Tools & Technologies: Figma, Adobe Photoshop, Adobe Illustrator

UX/UI Designer, Eltrino - Landing Page (US)

Description: Create two landing pages for two areas of the company using the company's UI kit, ready styling, and structure. Then create mobile versions

Responsibilities:

- Visual analysis
- UX
- UI Project

Team Size: 3 team members

Tools & Technologies: Figma



UX/UI Designer, Jijali Learning - Landing Page (US)

June 2020 – July 2020

Description: The task was to make changes to the existing learning platform's landing page. Changes must be by UX/UI principles and rules. The second part of the role is working on the mobile version of the landing page.

Responsibilities:

- Visual analysis
- UX
- UI Project

Team Size: 5 team members

Tools & Technologies: Figma

