

Hiring software engineer as easy as calling a taxi.

# Kirill Kh.

## Senior UI/UX Designer

### SUMMARY

- 7 years experience in providing customized design solutions for complex SaaS, B2B, and B2C products and mobile applications, introducing only the highest level of UI/UX in each project;
- Deep skills working with UI / UX Design;
- Good knowledge of Web & Tablet App Design;
- Experience in Mobile App Design (iOS/Android);
- Good abilities in Low-fidelity & high-fidelity prototyping;
- Experience in Wireframing / Sitemap / Userflow;
- In-depth skills in creating material, adaptive and responsive design;
- Intermediate English;
- Available ASAP.

### SKILLS

<b>Main Technical Skills</b>	UI/UX (7 yr.)
<b>UI/UX/Wireframing</b>	Adobe After Effects, Adobe Illustrator, Adobe indesign, Adobe Photoshop, Adobe XD, Axure RP, Figma, Graphic Design, InDesign, InVision, Principle, Print Design, Prototyping, Sketch, Web Design
<b>Platforms</b>	Android
<b>Operating Systems</b>	iOS
<b>Project Management &amp; Administration</b>	Project Management

### EXPERIENCE

#### UI/UX Designer

January 2021 – present

#### Web UI/UX Design, Graphic Design, Mobile Apps, Freelance

February 2014 – December 2021

#### UI/UX Designer, P2H

June 2019 – November 2019



### **UI/UX Designer, Art Director, Noxster**

May 2018 – March 2019

### **UI/UX Designer, Art Director, Time-isMoney**

July 2017 – May 2018

### **UI/UX Designer, Goracio**

July 2016 – July 2017

### **UI/UX Designer, GeekTeam Design**

May 2015 – July 2016

#### **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**

### **National University, Faculty of Sociology, Media Communications**

2019

### **National University, Faculty of Sociology, Advertising and Public Relations**

2017

