Tetiana M.
Middle UI/UX Designer

SUMMARY

- 4-year experience in providing customized design solutions for complex SaaS, B2B, B2C products and mobile applications, introducing only the highest level of UI/UX in each project.
- Upper-Intermediate English.
- Available ASAP

TECHNICAL SKILLS

Main Technical Skills	UI/UX
UI/UX/Wireframing	Adobe Illustrator, Adobe indesign, Adobe Photoshop, Adobe XD, Axure RP, Figma, InVision, Phototyping, Sketch, Tilda, UI/UX, Web Design

EXPERIENCE

The software development company, UI/UX Designer

July 2022 – present

Big Idea, UX Researcher, Generalist Designer

May 2021 – June 2022

Description: Creating design for the platform, working on a design for new products, and visual communications. Making user experience research for the platform. Working in collaboration with a product and UX designer.

Responsibilities: UX Researcher, Generalist Designer

Junior IT School, Teacher

September 2021 – December 2021

Description: Developing a course on Figma and the basics of UX / UI for teenagers. Conducting weekly theoretical and practical classes with students.

Responsibilities: Teacher

Technologies: Figma

Oly Miro designer, UX/UI designer, Tilda developer

October 2020 – February 2022

Description: Responsible for creating all interface solutions for landing pages, corporate sites, and online shops for clients. Creating documentation for developers, and UX/UI specs. Developing on the Tilda platform, working with CSS and modifications for achieving customer goals and improving user experience. Working in collaboration with a client, designers, and developers.

Responsibilities: UI/UX designer, Tilda developer

Technologies: Figma, Tilda

Independent Contractor, UI/UX Designer

April 2018 – September 2020

PROJECTS

Creation of an academy website for a company.
Responsibilities:

- Prototyping

- Design System

- Communication with the developers' team

Technologies: Figma

A small retailing company that provides professional hair cosmetics for beauty salons based in Ukraine
Responsibilities:

- Prototyping

- Design System

- Communication with customer and developers' team

Technologies: Figma, Invision, Prototyping

Food ordering app
Responsibilities:

- Prototyping

- Communication with customers for info gathering

Technologies: Sketch, Invision

Development of the platform interface and landing page for a client from the field of procurement software.
Responsibilities:

- UI/UX designer

- Prototyping

- Communication with customers for info gathering

Technologies: Figma

Creation of UI/UX design for the internal portal of the company.
Responsibilities:

- UI/UX designer

- Prototyping

- Design System

- Communication with the developers' team

Technologies: Figma

PORTFOLIO

Dribble

https://dribbble.com/TetianaMoiseienko

Google Drive

https://drive.google.com/drive/folders/18aI3rVfbcb-tfPlghA4ZtI-Wk1l3jWte?usp=sharing