

Ihor S.

Senior Senior UI/UX Designer

SUMMARY

- 10+ years of experience in commercial UI/UX design and software development; - Experience working with blockchain projects; - Experience working with Figma and Adobe; - Good understanding of HTML and CSS; - Deep skills working with Atlassian Trello; - Overcame Agile-related challenges to construct a shared vision. Created alignment amongst the team to execute the vision. Led redesign efforts to refocus the product before launch; - Increased user satisfaction (+11%) and perceived findability of information (+9%) with the redesigned website; - Decreased bounce rate (-29%) with mobile website; - Increased service reach. Grew website visitors by 218%; - Increased page views by 46% with website redesign; - Upper-intermediate English; - Available ASAP.

TECHNICAL SKILLS

Main Technical Skills	UI/UX
UI Frameworks, Libraries, and Browsers	CSS, HTML
UI/UX/Wireframing	Adobe Illustrator, Adobe indesign, Adobe Photoshop, Figma, Sketch, UI/UX
Collaboration, Task & Issue Tracking	Atlassian Trello
Operating Systems	macOS
QA, Test Automation, Security	Zeplin
Other Technical Skills	CloudApp, InvisionApp, Wacom

PROJECTS

MStrade

MStrade is a modern terminal for earning as fast as possible on the cryptocurrency exchange with a user-friendly interface. The ideal solution for beginners and professional traders.

Responsibilities:

Development UI/UX design of a web and mobile application for a cryptocurrency exchange terminal.

SG Smart Games

Online blockchain casino with cryptocurrency bets.

Responsibilities:

Development UI/UX design of web interfaces for online games.

XANDO GAMES

Online blockchain casino with cryptocurrency bets.

Responsibilities:

Development UI/UX design of web interfaces for online games.

PROFEED

Responsibilities:

Development UI/UX design of a web and mobile application for the cattle feeding process control system.

KUSTO AGRO

Kusto Agro is part of the international holding company Kusto Group. It was established in 2011 to build a vertically integrated company in the agricultural sector of Ukraine.

Responsibilities:

Development UI/UX design of a mobile application to improve an agro enterprise's system of control and management.

GLASSY

Glassy "Sunhatters" was founded in 2011, with the idea of starting a price point sunglass brand.

Responsibilities:

Development UI/UX design of a web and mobile application for an online store of accessories.

EXPERIENCE

UI/UX Designer/Creative Director

February 2016 – Present

UI/UX Designer / Product Manager

January 2015 – January 2016

UI/UX Designer

January 2012 – August 2016



UI/UX Designer, Freelance

January 2009 – February 2012

EDUCATION

Specialist Maintenance of computer systems and networks, National Technical University.

September 2005 – June 2010

Skillbox course 2019 - UX design

