Victoria Grinkevich
Middle UX / UI Designer

SUMMARY

I have 3,5 + years of experience in Web application development, User experience, Interaction design, using: Figma, Adobe Photoshop, Adobe Illustrator. I am active and result -oriented in my work. I am sensitive and attentive to all the details of the project. I can set priorities and control the process of my work. I am a communicative, flexible and reliable person, which makes me a good team player.

TECHNICAL SKILLS

Main Technical Skills	Figma, Adobe Photoshop, Adobe Illustrator, WebStorm
UI/UX/Wireframing	3D Modelling, Adobe Illustrator, Adobe Photoshop, Figma
Collaboration, Task & Issue Tracking	Atlassian Trello, Miro
Platforms	CMS
SDK / API and Integrations	Jira API
Third Party Tools / IDEs / SDK / Services	WebStorm
Other Technical Skills	User Story

Skills

● COMPETENCE	● LAST	● YEARS
Figma	2021	3,5
Adobe Photoshop	2021	5
Adobe Illustrator	2021	3

Miro	2021	2,5
3D Max	2021	3
Sketch	2021	2
Html/css	2021	3
Crm/cms	2021	3
Web application	2021	3
Interaction design	2021	3,5
User experience	2021	3,5
Responsive web design	2021	3
Trello	2021	2,5
JIRA	2021	2,5
Web Storm	2021	2
Customer Journey Map	2021	3
User Story Mapping	2021	3

Project experience:

Project name: Mondo (mobile application)

Project experience:

Position: UX/UI Developer

Duration: 1 month

Project team size: 1 developer

Project Description: Stylish and easy-to-use mobile application for advertisement. It gives unbelievable experience in the sphere of marketing. An integration with Google Drive, an application on both main mobile platforms to create an advertisement for a specific region.

Used tools: Figma, Adobe Photoshop

Project name: CLIX.CX (Web application)

Position: UX/UI Developer

Duration: 4,5 months

Project team size: 8 developer

Project Description: The CLIX platform is designed to create websites and applications

using the Zero Code concept. That is, the client does not need knowledge of programming languages

when creating his site. The process of creating a site looks like a constructor,

assembling blocks by dragging and dropping individual elements.

Used tools: Figma, Adobe Photoshop, Adobe Illustrator, Miro.

Project name: FLS (Web application)

Position: UX/UI Developer

Duration: 1,5 months

Project team size: 1 developer

Project Description: Responsive Website platform for outsourcing software development company.

Used tools: Figma, Adobe Photoshop, Adobe Illustrator, Miro.

Project name: Sterling (mobile application)

Position: UX/UI Developer

Duration: 1 month

Project team size: 1 developer

Project Description: Mobile platform where you can find out reviews of San Francisco restaurants,

order prices, and communicate with the restaurant manager.

Used tools: Figma

Project name: Shopping list (mobile application)

Position: UX/UI Developer

Duration: 1 month

Project team size: 1 developer

Project Description: Mobile application for making a shopping list that will prevent you from using

a pen and a sheet of paper, as well as some new recipes will help you diversify your diet and please

the loved ones.

Used tools: Figma

Project name: Horse riding at the Premium Horse Club (Landing Page)

Position: UX/UI Developer

Duration: 3 weeks

Project team size: 1 developer

Project Description: Landing Page for the Premium Horse Club.

Used tools: Figma, Adobe Photoshop, Adobe Illustrator, Miro.

Project name: Flora & Fauna (mobile application)

Position: UX/UI Developer

Duration: 1 month

Project team size: 1 developer

Project Description: A mobile application for an online flower shop in neomorphism style.

Used tools: Figma, Adobe Photoshop

Project name: Snow powder (web, mobile application)

Position: UX/UI Developer

Duration: 5 month

Project team size: 3 developer

Project Description: A platform for booking ski resorts, searching for a company for the holidays, searching for like-minded people. The application includes not only a website, but also a chat platform, as well as a store with equipment, and the function of booking places in the hotel.

Used tools: Figma, Adobe Photoshop, Adobe Illustrator, Miro.

Project name: Adaptive site "Preparation courses for the exam" (Landing Page)

Position: UX/UI Developer

Duration: 1 month

Project team size: 1 developer

Project Description: Landing page for a company providing graduate courses services.

Used tools: Figma, Adobe Photoshop.

Project name: Full of stars (Web application)

Position: UX/UI Developer

Duration: 2 month

Project team size: 1 developer

Project Description: Responsive Website platform for outsourcing software development company.

Used tools: Figma, Adobe Illustrator.

Project name: DIG PANDA (Mobile game)

Position: UX/UI Developer

Duration: 3 month

Project team size: 1 developer

Project Description: A game that features multi level quests and collecting gold bags.

Used tools: Adobe Illustrator, Figma, Adobe Photoshop.

Project name: Online store "Wallpaper" (Web application)

Position: UX/UI Developer

Duration: 2 month

Project team size: 1 developer

Project Description: Wallpaper sale service.

Used tools: Figma, Adobe Photoshop.