

Hiring software engineer as easy as calling a taxi.

# Victoria Grinkevich

## 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.

### SKILLS

<b>Main Technical Skills</b>	Figma, Adobe Photoshop, Adobe Illustrator, WebStorm
<b>Collaboration, Task &amp; Issue Tracking</b>	Atlassian Trello, Miro
<b>Platforms</b>	CMS
<b>SDK / API and Integrations</b>	Jira API
<b>Other Technical Skills</b>	3D Modelling, User Story

## Skills

● <b>COMPETENCE</b>	● <b>LAST</b>	● <b>YEARS</b>
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





**Project experience:**

**Project name: Mondo  
(mobile application)**

**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



**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.



