# Irene M.
# Senior UI/UX Designer

## SUMMARY

- 5+ years of experience in UI/UX Design; - Experience working with Financial apps, CRM and ERP; - Deep skills with Figma and Photoshop; - Good knowledge of Adobe Illustrator and Adobe After Effects; - In-depth abilities with InVision and Sketch; - Experience working with E-commerce projects; - Good skills working with web and mobile apps; - Upper-Intermediate English - Available ASAP

## TECHNICAL SKILLS

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|---|---|
| **Main Technical Skills** | UI/UX |
| **UI/UX/Wireframing** | Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Figma, InVision, Sketch, UI/UX |

## EXPERIENCE

### UI / UX Designer

June 2016 - present

## PROJECTS

### Lead Designer, App for busy parents

October 2021 - present
**Description:** The app is intended for parents to find a sitter for their children and for nannies to find jobs nearby. The project is divided into two parts: parents' side, which includes completing the profile and questionnaire for the app to find the best correspondence, the list of available sitters with the percentage of matching according to the questionnaire filled out, rating and comments. The sitter's side includes the list of job offers, family, and tasks description. Parents can choose additional tasks to be done by a sitter, and time slots, and book a preferred nanny. A sitter can accept or decline an invitation, find a job and apply himself/herself, check the task type and connect with parents to discuss the details, and manages jobs and offers. The design is bright, modern, and user-friendly.
**Technologies:** Figma, Photoshop

### Lead Designer, E-commerce website

May 2021 - August 2021
**Description:** The website was intended for an e-commerce company that sells sweets. The website created consisted of the main page, products catalog, contacts, sale screen, about us screen, and a form. For this project, lots of custom images (teasers, banners) were

created in Figma.
**Technologies:** Figma, Photoshop

## Lead Designer, Stocks and shares broker app

April 2021 - August 2021
**Description:** This app is intended for buying and selling international stocks and shares. Before proceeding to the design itself, a competitor analysis was done. The application consists of screens for registration, and login, displays the rates and each stock/share info page, personal profile, etc. The design is modern and easy to use. The flow was worked out in detail and displayed to render the UX as convenient as it might be for users. Numbers and graphics are incorporated into the UI. Also, push notifications and pop-up windows were created. The app collects users' IDs and documents needed to complete a purchase. The app has an admin side and a user side, which allows administrating of purchases and processing them. All the data is stored on an external server.
**Technologies:** Figma, Photoshop, Illustrator

## Lead Designer, Imaginary game world

January 2021 - April 2021
**Description:** This game was about creating an imaginary world, where users would be able to buy items, share them and operate them as they want to. The design created was simple and modern, including the standard screens of home, registration, login, forgot password, e-commerce - like screens for users to choose the items they like, personal profile (menu, switch between screens,
display of elements, prototypes for clarity), action menu and notification windows. Selection of a color palette, work with styles, and different states were performed. Working with references, rendering menus, and auxiliary screens.
**Technologies:** Figma, Photoshop

## Lead Designer, Apartments rental and purchase service website

September 2020 - December 2020
**Description:** The project was intended for buying and renting apartments with the help of the website. There were two types of users: Seller and Client. For each of them was created a profile screen, different pop-ups and dashboards, and notifications. There are listings of the flats to be rented/bought/sold depending on the user, custom filters applicable to listings, user forms, blogs
about the company, registration screens, login, reporting and credit screens, and insights. Different states of the screens mentioned above were also created. Different images were incorporated and processed through the redactor.
**Technologies:** Figma, Photoshop, Illustrator

## Lead Designer, BeKinder Mobile App

June 2020 - September 2020
**Description:** It is a social mobile application for Australian people which helps users show their generosity, make good things, request some help, and help each other, especially older people. Each user can complete tasks set by other users, for example, dog walking, shopping, skill sharing, etc. Other users can send offers and the owner of the task can decline it or accept it, both can leave
a review after the task is done. The application was aimed at older people, so the design and user flow were implemented taking into account their capabilities: they are simple, easy to use, and to understand. Animations are done taking care of the elderly in a light mode. Main features: a personal account, categories, task management with a set of different statuses, listeners and notifications about new tasks and status updates, geolocation, and geocoding

to show proper items on a map. All events are accompanied by push notifications which are implemented with FCM.
**Technologies:** Figma, InVision

## Lead designer, Kharkiv Stories

April 2020 - June 2020
**Description:** The project is a mobile app for young people to play quest games in an exact city. Users have to perform different tasks to pass the quest. The tasks are different questions with the possibility to answer them and get some hints if it's needed, scan QR codes, find locations in a city, solve algorithmic issues, etc. The design corresponds to a game - bright and unique, identity was also developed.
**Technologies:** Figma

## Lead designer, Beat music app

February 2020 - April 2020
**Description:** Beat App is a great, user-friendly, and sexy Music Application with the possibility to listen to music, recognize songs that are played, manage your playlists, do customer settings, search tracks, explore collections of other people and enjoy your favorite music.
**Features / Work Done:**

- Brand Identity (logo, colors, fonts, mood board)
- Sexy UI
- Modern Complex Animations
- Social Integration
- Player
- Music Recognition
- Collections, PlayLists, Favorites

**Technologies:** UI/UX: Adobe XD, After Effects

## Lead Designer, Mobile app for finding performers for household and business tasks

December 2019 - January 2020
**Description:** The project brings together customers who need to do some work, and competent performers looking for a part-time job or additional income. There are two types of users for whom the different designs and features were created. First of all, any performer should create his/her profile and upload the necessary legal documents to prove competencies (several listings for different performers' types were created), and photos. In this profile, the performer can choose between categories of jobs he does, mention his schedule and availability, and point to the location. There's a search incorporated in the app, where the other users can filter performers by category, location, availability, etc. The appearance of the app
for the user and performer is different and includes different menu possibilities. Also, there is a rating system with different parameters for these two types of users, a referral program. The performer can see his to-do lists, as well as the customers, see their orders and the steps completed, also there is a payment screen for users to see the transactions completed or in process. There is a dashboard with
orders as well as one with the performers with the possibility to be filtered. Orders, messages, and transactions are displayed in notifications.
**Technologies:** Figma, Illustrator

### Designer, Alcotec E-commerce website

August 2019 - December 2019
**Description:** This Web app is being developed for a Ukrainian company that sells various household goods. Our task was to develop a high-loaded multi-page website for an online store with a great, clean, simple, and modern design. There is a personal account page, convenient user-friendly catalogs of goods, several info pages, and animations present on each screen. An adaptive mobile version was also created.
**Technologies:** Figma, Illustrator

### Lead Designer, Complex IoT Project with Server Side, Admin Panel, and Mobile App

June 2019 - August 2019
**Description:** The project is a large complex system for controlling different types of inspections that should be done in a West European Country for controlling fire safety and extinguishers, water quality, etc. The system is used in huge house organizations as well as in hotels, hospitals, schools, etc. It helps to do full control and maintenance of the quality indicators, up to the number of bacteria and the
time for which the water becomes the required temperature after the tap is opened. The system is used by multiple user types: manager, laboratory worker, mechanic, admin, and super-admins. It has a separate Laboratory module for a sub-organization to automate the working process. There is a Mobile App for mechanics that is designed for making digital buildings passports and regularly
updating them according to different criteria. It is used for managing and updating a large amount of building data, it works offline and does some synchronizations - updates the data when there is a stable internet connection. The design is user-friendly, simple but efficient, there are animations.
**Technologies:** Illustrator, Figma

## EDUCATION

**Mobile App Design - Design School Sochnic**
2018

**Web Design - Projector**
2018

**Graphic Design - Design School Sochnic**
2017

**Web Design - Design School Hover**
2016

**UI / UX School**
2016

**QA Engineer - QAClubPioneer**
2015

**National Pedagogical University named after G.S. Skovoroda, Ukraine Master's degree, Psychology**
Sep 2004 - Jul 2009