

Katherina

Middle UI/UX Designer

SUMMARY

- Having 3 years of commercial experience, I have worked in various domains such as E-Commerce, Education, and Web3. - As for personal qualities, I always take a responsible approach to work and monitor the quality of assignments. I also properly allocate time and able to find a common language in a team. - Upper-Intermediate English - Available ASAP

TECHNICAL SKILLS

Main Technical Skills	UI/UX
UI/UX/Wireframing	Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Corel Draw, Figma, UI/UX
Project Management & Administration	Flow chart, JTBD, mindmap, WBS
Version Control	Git
Collaboration, Task & Issue Tracking	Jira
BlockChain and Decentralized Software	Web3

EXPERIENCE

UI/UX Designer

December 2022 – Present

UI/UX Designer, RedRocket

January 2019 - December 2022

PROJECTS

Product designer, Web3

Description: The platform is a pioneer in tokenized financial securities. It unlocks trillions of dollars of asset value by creating programmable automation solutions for standardized token issuance. Originally developed from the Ethereum blockchain, it introduces a blockchain of the same name designed to facilitate the implementation of corporate security tokens using an appropriate framework that meets the specific needs of securities regulators.

Responsibilities:



UI/UX research. Creating a large UI kit with more than 300 components. Working in close collaboration with a product manager and a team lead. Redesigning low-fidelity prototypes into high-fidelity prototypes. Daily design improvement brainstorming. Weekly calls on project progress and work blockers. Transferring design to layout, communicating with developers.

UI/UX designer, Database networking

Description: There are millions of high-quality data sources available from APIs, but these remain hard to discover and activate by end users. APIs are distributed as Data products, end users would endeavor unique insights and organizations would accelerate the path towards data-centric companies. On the other side, publishers would unlock new monetization opportunities of their data assets. With the help of this platform, they are defining a new way to distribute APIs as Data products.

Responsibilities: Redesigning the client's sketches in high-fidelity prototypes. Agreeing on the design logic with the client. Incorporating client feedback into the design. Using elements from the MUI library for design, to facilitate the layout process for developers. Direct communication with a client.

UI/UX designer, NFT/Blockchain

Description: This platform is a continuation of my work for a platform of tokenized financial securities, which is a physically-redeemable NFT marketplace coupled with a token trading interface.

Responsibilities: Team lead. UI/UX research. Working with a pre designed UI kit and styling that I developed for this client's first project. Designing high-fidelity prototypes → Holding a demo with a client every week. Incorporating client feedback into the design → Responsive design. Direct communication with a client.

Product designer, NFT/Blockchain

Description: The platform makes it possible to attach digital goods to an NFT using encrypted streaming - making today's NFT multidimensional. They also use not only pictures but also videos to sell.

Responsibilities: Redesign of existing pages, to improve the appearance of the site. Creating a UI kit for developers. Creation of new pages according to customer requirements. Responsive design. Working in close collaboration with a product manager and developers. Direct communication with a client.

UI/UX designer, Information Technology

Description: Creating a corporate website for an IT company whose main purpose is to attract clients and leave feedback. All information about the company.

Responsibilities: UI/UX research. Generating the idea of website, user logic, and usability. Generating mind map and user flow, Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype. Transferring design to layout, communicating with developers.

UI/UX designer, Education

Description: Developed a website for an IT academy that will show all the advantages of studying there, cover the questions that arise when choosing courses, and attract new students. The main target action is to leave an inquiry for studying. The site should be designed in a style unusual for academies, associated with space.

Responsibilities: UI/UX research. Designing a logo and corporate identity. Generating the



idea of website, user logic, and usability. Generating a brandbook. Generating mindmap, user flow. personas. Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype. Transferring design to layout, communicating with developers.

Product designer, Health care

Description: Website for aesthetic medicine clinic, which should contain the clinic's website as well as their beauty shop. A huge website with lots of pages to familiarise the user with the clinic's services, pricing, specialists and their education. A contact form for a quick appointment and details. Also on the home page, you can go to the clinic's shop, check out the products, consult with a specialist if necessary and buy cosmetics.

Responsibilities: UI/UX research. Generating mindmap, user flow. Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype. Transferring design to layout, communicating with developers. Direct communication with a client.

UI/UX designer, Government

Description: Create a user-friendly application that will be understandable for users of all ages and will help them to fill out a request for a name change without leaving home, at any convenient time.

Responsibilities: Carry out an indicative assessment and Work Breakdown Structure of all work. Think out a mind map and a user flow. Analyze the target audience and build JTBD and proto-personas on the basis of it. Come up with a logo & identity. Develop wireframes. Developing UI Kit. Designing high-fidelity prototypes. Present a promo landing page and a banner.

UI/UX designer, eCommerce

Description: To develop a landing page for an airline company with a list of services, an airline fleet, FAQs, and a form for selecting an itinerary.

Platforms: Desktop, Mobile

Responsibilities: UI/UX research. Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype.

UI/UX designer, eCommerce

Description: A cinema app that can be used to buy a ticket for a selected film, view active screenings and view films that have already been distributed. Consider a ticket refund function.

Platforms: Web

Responsibilities: UI/UX research. Build a moodboard. Generating mindmap, user flow. Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype.

UI/UX designer, eCommerce

Description: Creation of a multi-page website for the sale of Kraft products. The site should display brand history, menu and product catalog, product details, shopping cart, and product purchases.

Platforms: Desktop, Mobile

Responsibilities:

UI/UX research. Generating mindmap, user flow & personas. Creating Wireframes and Prototypes. Developing UI Kit. Designing high-fidelity prototypes. Responsive design. Building an interactive prototype. Direct communication with a client.



UI/UX designer, eCommerce

Description: Landing page for a florist shop. Containing brief but important information about the shop, how to order a bouquet, as well as a customer feedback form.

Platforms: Web

Responsibilities: UI/UX research. Build a moodboard u Generating mindmap, user flow, Creating Wireframes and Prototypes, Developing UI Kit, Designing high-fidelity prototypes, Responsive design. Building an interactive prototype.

EDUCATION

Economic Cybernetics, Master's degree

