Yana Korsak

UX/UI DESIGNER

CONTACT

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BEHANCE
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SKILLS

HARD SKILLS

UX Research | Personas | Scenarios
Information Architecture | CJM | Usability
Wireframing | Prototyping | Adaptive Design
UI Kit | Visual Design | Design Systems
Typography | Iconography | Colors
Design Patterns | Design Principles

SOFTWARE

Figma | Miro

SOFT SKILLS

Learning from feedback | Teamwork
Critical Thinking | Work Ethic

LANGUAGES

English | Polish | Russian

SUMMARY

Motivated and enthusiastic UX/UI Designer dedicated to improving skills through hands-on learning. Proficient in UX research, understanding business, project and user goals, target audience, creating personas and scenarios/stories, user testing, information architecture, wireframing, prototyping, usability, design systems, visual design, UI kit, adaptive responsive design. Adept at using Figma, Miro and other software to produce design. Well-organized and collaborative team player with strong communication and analytical abilities.
My background in Architecture and Interior Design provides a strong foundation for a deep understanding of functional design, ergonomics and user interaction.

EDUCATION

Jan 2024 - Oct 2024

UX/UI Web Design at UX Mind School

Educational course in UX Web Design with mentor support. Throughout the course, I studied various topics and worked on developing my own project. I created a website design for a yoga studio with a responsive mobile version.

Jun 2023 - Aug 2023

Women in Tech / Login to Tech

Educational program for women who want to work in IT. Lectures, meetings with female experts and HR specialists, as well as practical assignments help transform the desire into an effective action plan with a set of tools for job searching.

Oct 2022 - Dec 2022

QA Manual Testing

It was a 2-month course about QA Manual testing with theory, practice and exams. I did my homework assignments on time and successfully passed the exam.

Nov 2020 - Jun 2021

First stage of Gestalt Psychotherapy

100 hours of training in Gestalt Psychotherapy (4 thematic seminars, 3 meetings of Group therapy). This program expanded my soft skills.

Sep 2011 - Jul 2017

Bachelor of Architecture/Belarusian National Technical University

Studied principles of architecture, human-centered environments, and project visualization. Developed strong skills in design thinking, problem-solving, and user-focused solutions, which translate effectively to UX/UI design.

EXPERIENCE

Aug 2017 - Jun 2021

3D Artist and Interior Designer

• Analysis of customer's requirements and technical documentation.
• Teem working with designers.
• Participating in the creation of design concepts and further changes to the project, selection of furniture, decoration and materials.
• 3D modeling and rendering according to the documentation.
• Light, composition, frames, texture adjustment.