Artem Attvud

Middle Front-End Developer 🌈

Lead UX/UI Designer 👀

Personal information

- Creative pseudonym: Artem Attvud.

- Date of birth: 29th May 1992.

- Nationality: Ukrainian.

I have been working as a UX/UI analyst & designer since 2005. I specialize in creating and supporting adaptive design systems. And also to create the most complex interfaces for web and mobile applications.

Qualifications & skills

Middle Web Developer   `✔✔ 3 years of experience`

- **JavaScript:** ES6, Babel, TypeScript, Webpack.

- **Frameworks:**

  - React (hooks).

  - Redux (Redux toolkit, Thunk).

  - NextJS.

  - GatsbyJS.

- **Task Runners:** Webpack.

- **Testing:** Jest, react-testing-library.

- **Styling:** CSS5, SCSS, SASS, CSS Modules, Styled Components, Emotion, Tailwind CSS, Styled JSX, Material UI, Ant Design.

- Axios, Fetch, REST API.

- GraphQL.

- Git (CLI).

- Agile development methodologies (Scrum).

- Problem-solving skills and open to feedback.

Lead UX/UI Designer

✅ 9 years of experience

- Creation and support of the most complex adaptive design systems.

- Validated experience and knowledge in UX/UI analysis and design for complex web applications and enterprise solutions.

- User experience research.

- Conversion optimization.

- Interaction with a team of designers & developers. Strict quality control.

- Excellent knowledge of wireframing and prototyping tools (such as Figma & Sketch).

- Experience with Atlassian JIRA, Confluence.

- Excellent knowledge in modern design patterns.

- Experience with Scrum.

Languages

- English - B1

- Ukrainian - native

- Russian - native

Achievements

- Developed a builder of design systems that can imitate any approach to create user interfaces (iOS, Android, etc.) or serve as a basis for creating a unique, maximally flexible design system. List of main features:

  - Syncing with my own React components library.

  - Optimization of work on routine tasks (UI Kit with fully customizable components for any project, automatic export of all icons in a project, all kinds of presets, etc.). As a result, the time spent working on UX/UI is less than 400% (!). The more complex the project, the more the optimization feels.

  - Automation of communication with developers. A repository on GitHub is automatically created for each project. All project data and files are stored in it. No one else needs to search in messengers for links to design, sources, files with project icons, etc. Everything in one place and available at any time.

  - Semi-automatic branding. Automatic generation of identity guidelines.

  - Significant simplification Jof further project support. Customers and programmers can request design changes with a few clicks. History of changes is kept. As soon as I finish work on the next edit or innovation, all project participants receive a notification by mail.

- Created UX/UI for niche leaders. Created UX/UI for products that later became niche leaders.

- I have supported and continue to support 2 high-load projects.

- Learned to navigate perfectly in any approach to building user interfaces for the following platforms: iOS, Android, MacOS, Windows.

- Created projects from the very beginning to a fully working product. UX/UI (with responsive design system integration). Front-End (React + own component library with integrated design system and documentation). Back-End (NextJS). I don't develop pet projects. Only business projects - Web and Mobile applications. This experience is observed in the vast majority of specialists.

Experience

- **2008 - 2015.** Received education. Worked on freelance exchanges. Worked in a Belarusian web studio as a Middle UX/UI Designer.

- **2015 - 2017.** I have developed my design system. Deepened knowledge in the field of user behavior analysis and conversion optimization for e-commerce sites. Learned HTML5, CSS3. Began to be responsible for quality control of Front-end development on several projects.
Began to specialize in the most complex projects. Developed UX/UI for mapping services in Ukraine and Belarus. Perfectly mastered Google and Apple Guidelines. I have added a lot of templates to my design system for mobile app design.

- **2017 - 2019.** I wrote a component library in React for my design system. Moved most of my projects to my codebase (React, NextJS, GatsbyJS). I started working as a Team Lead in a team that was developing a design system for several services. Main responsibilities: UX/UI, component quality control, code review, minimizing the time spent on development.

- **2019 - 2022.** Working as a Middle Front-End Developer.

Recommendations

My recommendations are available on my LinkedIn profile page.