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## OBJECTIVE:

To gain a position as a **Visual Designer with UX/UI skills** at a creative and progressive company where I can utilize my skills to benefit the company and further progress as a design professional.

## SUMMARY:

- Clear, intuitive, elegant and effective visual solutions for print and web design.
- Motivated self-starter with a striving to exceed mediocrity and reach high level results.
- Always thinking out of the box.

## SKILLS:

- UX/UI design for websites, landing pages, e-commerce, mobile apps for iOS.
- Persona development, user flows, wireframes, prototyping, usability testing.
- Extensive knowledge of image manipulation, masking, color correction, digital photo retouching, composition, typography.
- Professional experience in layout design for print and web, advertising, preflight.
- Meticulous attention to detail.
- Ability to work cross-functionally as well as independently.
- Ability to learn new technologies and challenging concepts quickly and implement them.

## TOOLS:

- Comprehensive experience with Adobe Creative Suite (InDesign, Photoshop, Acrobat Pro, Illustrator), Adobe Muse, Sketch3, CorelDraw, PageMaker, Microsoft Office Suite (Word, Excel, PowerPoint), Keynote.
- Prototyping with Balsamiq, Draw.io, InVision.
- Knowledge of HTML5, CSS3 (hand-coding). Familiar with Dreamweaver.
- Fluent with PC and MAC platforms.

## PROFESSIONAL EXPERIENCE:

### Graphic Designer

**SDS, New York, NY**

*Mar. 2015 – Present*

- Created marketing materials including web graphic banners, e-brochures, print flyers, from a design concept to completion.
- Created presentations with animation in Keynote for the product promotion.
- Responsible for redesign website blog, optimize for better SEO. Created user-centered design of landing pages.
- Work closely with marketing team, participated in stakeholder briefs for branding strategy.

### Graphic Designer

**IMR, New York, NY**

*Sept. 2014 – Aug. 2015*

- Responsible for redesign, layout, and pre-press preparing of the “IMR Review” corporate magazine, created print booklets.
- Manage of the full circle from a design concept of print projects to their final publishing.
- Image manipulations, color correction, photo retouching, vector graphics.

### Sr. Graphic Designer, Technical Editor

**Integral Publishing House, Yekaterinburg, Russia**

*Dec. 2000 – May 2014*

- Responsible for design, layout and production of 5 monthly scientific-practical magazines and 3 monthly newspapers, which were developed from scratch and successfully distributed throughout Russia.
- Successfully manage and coordinate of diverse graphic design projects from concept to completion. Work closely with clients to realize their ideas, to solve their problems through creating a design, and consistently meet deadlines and requirements.
- Created ads, promotional materials, print brochures, logos, business cards, postcards, stationery, posters, newsletters, catalogs, folders, digital banners, signage, product user manuals, booklets, vector diagrams and schemes, presentations in PowerPoint.
- Work directly with the marketing team and software engineer to create, design and update content of website pages, online media.

## EDUCATION:

- UX/UI Design Course, Bloc.io – online education company with intensive mentor-led programs for aspiring developers and designers (<https://www.bloc.io/ux-design-bootcamp>), Aug.–Dec. 2015.
- Ural Polytechnic Institute (Ural Federal University), Yekaterinburg, Russia: BS, Engineering Physics.
- The Ural State Academy of Architecture and Arts, Russia: Fundamentals of design: composition, chromatics, computer graphics class.