

# Oleg Boiko

Kyiv, Ukraine 

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A result-driven and open-minded professional with 18+ years of experience in creating advanced user-centered software, including enterprise, esports, and AAA gaming solutions.

**Most notable skills and expertise:** UI/UX design, Blockchain and Web3 (7 years of hands-on experience with various technologies and projects), Generative AI and LLM (researching prompt engineering as a hobby), analytical and rational thinking, creative problem solving, communication with both technical and non-technical audiences.

## PROFESSIONAL EXPERIENCE

### Gunzilla Games

#### Principal UX Architect (2022 – 2024)

- Managed the full cycle of UI/UX design, development, and evolution.
- Defined the information architecture, interaction design principles, cross-platform consistency and uniformity rules, as well as the overall product's UI/UX philosophy and guidelines.
- Created interactive prototypes (Figma) for Keyboard/PC, Gamepad, and Mobile experiences.
- Created and maintained comprehensive UI/UX documentation.
- Collaborated closely with various departments and stakeholders to ensure the highest quality of UX across all aspects of the product, including blockchain/web3 solutions.
- Participated in high-level project milestones planning and delivery control.
- Led a small team of UI/UX designers.

### Blackwood Games

#### UX Architect (2020 – 2021)

- Led UI/UX design, development, and evolution of the game interface.
- Created interactive prototypes (Figma) to test usability, visualize design concepts, validate the design idea, and optimize the engineering effort and iterations.
- Developed and maintained comprehensive UI/UX documentation.
- Analyzed user research findings and incorporated feedback to enhance user experience and address the most essential user needs.

### ESM.one

#### Partner (2017 – 2020)

- Managed the full cycle of UI/UX design, development, and evolution.
- Created interactive prototypes for esports software, including tournament management, team management, broadcasting management, business intelligence, and reporting solutions.

- Conducted esports business intelligence through research, analytics, documentation, and reporting.
- Participated in blockchain R&D, including the research of available protocols and platforms, defining project models and structures (Incentives/Governance approach, Treasury model), and managing the creation of functional prototypes.
- Created and managed project documentation.
- Designed and developed investment decks and keynotes.
- Represented the company at major tech forums, including WebSummit.
- Conducted business trips, high-level negotiations, and networking in Western Europe and Asia.
- Prepared the company for investment rounds.
- Assisted with the management of the professional esports team.

## ControlPay BV – Global Freight Audit (now Trimble Inc.)

### UI/UX Architect (2016 – 2019)

- Managed the full cycle of UI/UX design, development, and evolution.
- Analyzed business needs and created detailed wireframes to meet strategic objectives.
- Optimized information architecture to promote usability while accommodating technical needs and constraints.
- Created interactive prototypes (Adobe Experience Design).
- Created and managed UI/UX documentation.
- Conducted UX research (usability tests, heuristic evaluation, system usability scale, etc.).
- Engaged in front-end development (HTML, CSS, JS, Bootstrap, Material Design, jQuery, Angular).

### UI/UX Engineer (2012 – 2016)

- Designed prototypes, flowcharts, and presentations to evaluate various design options.
- Developed the UI/UX architecture for new applications.
- Reengineered the UI/UX architecture to improve the efficiency of existing application workflow.
- Utilized AngularJS, Bootstrap, jQuery.
- Discussed architectural solutions to improve user experiences and ensure cost-effectiveness.
- Worked with managers, development team, QA team, and product owner to develop an efficient and consistent product.

### Full-stack Developer Java/JavaScript (2006 – 2012)

- Developed and modified front-end and back-end modules based on business requirements.
- Utilized JSP, Spring, Javascript, PrototypeJS, jQuery.
- Utilized simple and medium-difficulty SQL queries.
- Designed and developed a video tutorial system for clients and colleagues using Vimeo Pro API.
- Designed, developed, and maintained websites using Drupal CMS (including corporate homepage).

- Designed, developed, and maintained a corporate Intranet portal using Invision Power Board.

## TenderTool — Freight Sourcing

### UI/UX Architect (2015 – 2017)

- Managed the full cycle of UI/UX design, development, and evolution.
- Analyzed business needs and created detailed wireframes to meet strategic objectives.
- Created interactive prototypes (Adobe Experience Design).
- Engaged in front-end development (HTML, CSS, JS, Bootstrap, AngularJS).
- Created and managed UI/UX documentation.

# EDUCATION

## Kyiv National University of Construction and Architecture

Information Technologies Design and Applied Mathematics (2004 – 2009)

- August 2008 – Bachelor of Computer Science (Graduated with Honors)
- June 2009 – Specialist of Information Technologies Design (Graduated with Honors)

## Kyiv Jungian Institute

Basic analytical psychology, Jungian counseling (2016 – 2017)

- May 2017 – Certified Jungian Consultant

# CERTIFICATIONS

## DeepLearning.AI

[ChatGPT Prompt Engineering for Developers](#)

## University of Michigan (EDX)

[UX501x: Introduction to User Experience](#)

[UX503x: Principles of Designing for Humans](#)

[UX504x: Evaluating Designs with Users](#)

## Tsinghua University (EDX)

[70167012x: User Experience \(UX\) Design: Human Factors and Culture in Design](#)

## The Massachusetts Institute of Technology (EDX)

[8.01x: Physics I \(Classical Mechanics\)](#)

## École Polytechnique Fédérale de Lausanne (EDX)

[EE585x: Space Mission Design and Operations](#)

# SKILLS / INTERESTS

- Languages: Ukrainian (native), English (B2/C1);
- Design technologies: Figma, Adobe Photoshop, Adobe Experience Design, HTML, CSS, Google Material Design;
- Programming experience: JavaScript, Java, Angular, jQuery, SQL;
- Blockchain technologies: hands-on experience with Bitcoin, Ethereum (including L2 solutions), and other major blockchain ecosystems;
- AI technologies: hands-on experience with ChatGPT 4, DALL-E, and Midjourney
- Interests: UX, AI, science, technologies, blockchain, cryptocurrencies, psychology, history, yoga, computer games, football, snowboarding, poker, stand-up.