

# Pavel Chistov

[pavelchistovux@gmail.com](mailto:pavelchistovux@gmail.com) / +358 40 370 5193 / [chistovp.github.io/portfolio](https://chistovp.github.io/portfolio) / Tampere, Finland

## EXPERIENCE

### PROJECT MANAGER / FRONTEND DEVELOPER - TAMPERE UNIVERSITY

TAMPERE, FINLAND / SEPTEMBER 2018 – FEBRUARY 2019

Design and development of open-source tool for collected data governance and visualization to ensure that companies are able to comply with GDPR and other data protection regulations. Developed in collaboration with [Intopalo](#).

### RESEARCH ASSISTANT - TAMPERE UNIVERSITY

TAMPERE, FINLAND / MARCH 2018 – JANUARY 2019

[Living Lab Bus](#) project, an open platform for software developers to utilize for their digital solutions in the field of public bus transportation. Responsibilities – integration of design and inspiration tools into the platform.

### IT SPECIALST - STATE SCHOOL #10

APATITY, RUSSIA / OCT 2015 - JUL 2016

Maintaining, monitoring and troubleshooting of organization's IT infrastructure and services.

### INTERN - TIRA-SP LLC

APATITY, RUSSIA / JUL 2014

Design and implementation of organization's official website.

## EDUCATION

<b>Tampere University (Tampere, Finland)</b>	Master's degree student in «User Experience» / «Human-Technology Interaction» (GPA 4.0)	2016 - 2019
<b>Kola branch of Petrozavodsk State University (Apatity, Russia)</b>	Bachelor's degree in «Computer Science and Computing Machinery» (GPA 4.75)	2011-2015

## SKILLS

**UX design and research** – assumption, concept and value validation, interviewing, storyboarding, sketching, wireframing, rapid prototyping, creating scripts and tasks for usability testing, testing moderation, feedback analysis, design research.

**UI design** – content and information architecture (IA) and organization, interface elements, visual design and digital art.

**Experimental research** – statistical analysis, creating scripts and tasks for experiments, experiment moderation.

**Software development** – frontend, Agile.

**Languages** – English, Russian, basic Finnish.

## INTERESTS

Gaming, traveling, Reddit, Star Trek, digital painting (environmental art), cooking

## TOOLS

**Frameworks and languages** - HTML, CSS, React.js, Angular, C#, Java

**IDE / editors** - Brackets, VS Code, Sublime, NetBeans, Visual Studio

**Version management** - Git

**Project management** - Agilefant, Trello

**Design and visuals** – Adobe CC, Krita, Figma, Balsamiq, UX Pin, Wireframe.cc

**Game development** – Unreal Engine 4/UMG