

Pavel Chistov

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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

Tampere University (Tampere, Finland)	Master's degree student in «User Experience» / «Human-Technology Interaction» (GPA 4.0)	2016 - 2019
Kola branch of Petrozavodsk State University (Apatity, Russia)	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