

Dmitriy Ivanenko

[Portfolio](#)

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Employment:

2019 / 2023

Senior UX/UI Designer - Caddiesoft

The company has been working for more than 15 years, as an outstaff - [link](#).

I was working with permanent clients and a lot of additional small clients.

responsibilities:

- UX, customers, user journey map, user flow, wireframing, hotmaps, google analytics.
- UI, UI Kit, high fidelity mockups, designs.
- Design system, creation and support.
- Product design and support.
- Branding, advertising.

2017 / 2019

Senior UX/UI Designer - SprinkleGroup

I was working on UX/UI, web and mobile designs, and prototypes in Sketch and InVision.

We won a Samsung design competition with the design of a mobile app for Bixby.

I was working on the three main products - SprinkleBit, SprinkleBrokerage, SprinkleXchange.

responsibilities:

- UX, customers, user journey map, user flow, site map, wireframing.
- UI, UI Kit, high fidelity mockups, designs.
- Design system, creation and support.
- Product design and support.
- Branding, advertising.

SprinkleGroup

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

SprinkleBit - 5000 users, social and Educational platform for virtual stock tradings.

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

iOS - [link](#)

Android - [link](#)

SprinkleBrokerage - Real money stock trading platform.

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

iOS - [link](#)

Android - [link](#)

SprinkleXchange - Cryptocurrency trading platform.

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

2016 / 2017

UX/UI Designer - Leef

Product company of external flash drives.

I worked on UI/UX for web site and mobile apps, prototypes in Sketch and Marvel App.

Leef

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

iBridge

My responsibilities: UX, prototyping, interface design.

iOS - [link](#)

iAccess 3

My responsibilities: UX, prototyping, interface design.

iOS - [link](#)

Access-C

My responsibilities: UX, prototyping, interface design.

Android - [link](#)

2015 / 2016

UX/UI Designer - Privat Bank

Privatbank is one of the most innovative banks in Europe. I worked in a team of 4 designers, 4 iOS, 4 Android, 3 frontend, 2 Ecommerce, 2 project Managers.

I worked on UI/UX for web platforms and mobile apps.

responsibilities:

- UX, customers, user flow, site map, wireframing.
- UI, UI Kit, high fidelity mockups, designs.

Projects:

Privat Bank - 20 000 000 users, banking Apps

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

iOS - [link](#)

Android - [link](#)

Sender - Messenger

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

iOS - [link](#)

Android - [link](#)

LiqPay - Online payment system

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

Corezoid - SAS

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

Chugayster - Banking Gift System - Landing (embedded in Sender Mobi and Privat 24)

My responsibilities: UX, prototyping, interface design.

Web - [link](#)

2012 / 2015

UX/UI Designer - Yard Design

I worked in a team of 6 Designers total with CDO. Two UI/UX Designers, 3 Digital Artists CDO and one Manager.

responsibilities:

- UX, site map, wireframing.
- UI, UI Kit, high fidelity mockups, designs.
- Design system, creation and support.
- Product design and support.
- Branding, advertising.

2011

UX/UI Designer - Riko

This is my first job right after university. I was the only designer and also did work on the frontend and backend for the company's website.

I worked on UI/UX for web designs, prototypes in Illustrator, Photoshop.

responsibilities:

- UX, site map, wireframing.
- UI, UI Kit, high fidelity mockups, designs.
- Product design and support.
- Branding, advertising.