

Dmytro Ivanenko

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Employment:

2019 / 2023

Senior UX/UI Designer - Caddiesoft

The company has been working for more than 15 years, all of the software engineers are senior software developers - [link](#).

I worked on projects for customers, such as SaaS, B2C, landings and mobile applications.

2017 / 2019

Senior UX/UI Designer - SprinkleGroup

The project has been going on for 9 years.

There were 4 designers in the team.

I was working on UX/UI, web and mobile designs, prototypes in Sketch and InVision. Also for reviewing we have meetings with Project Managers, Product Owners and SEO. The other team I was working with - 3 people in the frontend team, 4 people in iOS team, 4 people in Android team, 4 people in QA, 3 people in Project Management, 2 Ecommerce, 2 Marketing.

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

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

Design team - 6 people.

Chief Design Manager, Lead Designer, two Marketing Designers, Lead UX/UI Designer, UX/UI Designer.

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

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.

My responsibilities: UX, prototyping, interface design, branding.

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.

My responsibilities: UX, prototyping, interface design, branding and printing.