



# Yevhenii Yermolenko

UI/UX designer

## Personal information

Niepołomice, Poland - 24 years

## Personal website

[uixer.netlify.app](https://uixer.netlify.app)

## Contacts

+48 732-914-748

[evgeniu.ermolenko@gmail.com](mailto:evgeniu.ermolenko@gmail.com)

preferred method of communication

## Portfolio



[\\_uixer\\_](#)



[\\_uixer\\_](#)



[Yevhenii Yermolenko](#)



[\\_uixer\\_](#)

Prof. account



[yevhenii.dev](#)

Life account

## Work experience

**1.5 years**

commercial

**3 years**

personal projects

## Tools and programs

Figma

Adobe package (Photoshop, Illustrator, Premier Pro, After Effects)

Prototyping

Responsive design

User flow

Redesign

Micro-interactions

Mobile design

Wireframes

UI-kit

UI components

Design system

InVision

Brandbooks

## Additional knowledge

Developing background

Understanding developing processes

Semantic layout

Experience with hosting

JavaScript

HTML

CSS

React

Vue

C++

C#

Python

Knowledge of OOP principles

DRY

SOLID

Understanding how the network works

Understanding relational databases

## CISCO Certificates

- ▶ Partner: PCAP - Programming Essentials in Python
- ▶ Cybersecurity Essentials
- ▶ Introduction to IoT
- ▶ CCNAv7: Switching, Routing, and Wireless Essentials

## Certificates

React Tutorial

[view the certificate](#)

Angular 11 Essential

[view the certificate](#)

## Language skills

Ukrainian

Native

English

Understanding of technical documentation and speaking

Polish

Writing and speaking at a conversational level

Russian

Native

## Technologies and skills

HTML, CSS, JS

+ SCSS, Vue

Git

Creating icons and UI kits

Prototyping

Research



Certificates

UI/UX Design Basic <a href="#">view the certificate</a>	UI/UX Design Starter <a href="#">view the certificate</a>
UI/UX Mobile App Design <a href="#">view the certificate</a>	Figma. Online store design <a href="#">view the certificate</a>

Last places of work

KMV Tour Ltd.

Position: Frontend developer  
Work time: 13.07.23 - 16.11.2023

Developing websites using design and programming techniques.

Using various programming techniques and communicating with other programmers. Working on user interface on system pages. Worked with Vue 3.

DKT Ltd.

Position: Technical Support Engineer / Web Developer  
Work time: 21.02.22 - 16.06.2023

Customer service in the office and on the hotline. I was responsible for configuring customers' routers and devices.

I communicated with foremen regarding calls to the customer's apartment. Received customer calls and resolved problems on the customer side.

I created a new updated company website.

Website development company - ITD company

Position: UI/UX designer  
Work time: 01.07.21 - 19.02.2022

Develop layouts for websites and applications. Communicating with developers, discussing design solutions.

Preparing the project for development. Creating the company's visual image and maintaining a consistent style.

Preparing materials for the company's social networks.

Software ownership

- Figma
- InVision
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premier Pro  
Basic level
- Adobe After Effects  
Basic level

Service for UI/UX design testing

Source Code: <https://github.com/Evgenij/Infurtex>

As part of my graduation project at university, I developed a system for testing design solutions.

The system allows to connect potential clients or users of any service to get feedback on the design, while design developers get a complete analysis of user behavior when interacting with the design.

The system was developed using: Laravel, Vue JS (Vue Router, Vuex), SCSS, Vuesax, Tailwind, MySQL.

IT project team development system - Upgrade

Interface: [www.behance.net](http://www.behance.net)

Source Code: [https://github.com/Evgenij/Upgrade\\_Web](https://github.com/Evgenij/Upgrade_Web)

As part of a course project at the university, I developed a system for team development of IT projects. This project was implemented using: PHP, JS, jQuery, Ajax, HTML, SCSS.

All user interaction was realized through asynchronous requests (Ajax), which allowed to interact with the system without reloading the page. The project was implemented without the use of frameworks. All design and functionality was implemented from scratch.

The work with Sessions, Cookies was done. DBMS MySQL was used. The project is implemented in two themes - light and dark.

Website for the JossBeaumont franchise

Website: <https://jossbeaumont-franchise.ru/>

Interface: Not available

Source Code: Not available

I was in charge of developing a turnkey website for a Joss Beaumont flooring franchise. The site was developed in several stages, from design development to uploading to hosting.

The functionality of sending applications to the company's mail (the layout of the letter was implemented), a profit calculator was implemented and the site allows you to make the transition to Telegram bot to process customers.



## Website for renting sports complexes

Type: Team Development

Role: layout engineer

Source Code: <https://github.com/Evgenij/SportBase/tree/evgenij>

Was in charge of page layout with support for adaptability. Bootstrap 5 was used. Worked on layout in parallel with another developer using Git to merge code into a single project.

I was engaged in organizing the layout workflow to ensure maximum development efficiency.

## Layout of online store

Interface: [www.behance.net](http://www.behance.net)

Source Code: <https://github.com/Evgenij/polaris.github.io>

The layout was developed using: HTML, CSS3, SCSS, JS, jQuery, Bootstrap. The layout is adaptive. The layout design was developed from scratch.

## Desktop application for planning tasks and goals

Website: Not available

Interface: [www.behance.net](http://www.behance.net)

Source Code: <https://github.com/Evgenij/Upgrade>

As part of a course project at the university, I developed a system for planning tasks and goals.

This project was realized with the use of: C#, Windows Forms, MS SQL Server.

## Additionally

### Introduction to Python

Source Code: [https://github.com/Evgenij/Course\\_on\\_Python](https://github.com/Evgenij/Course_on_Python)

Python lab work was completed as part of the undergraduate course work. Such topics were covered as:

- ▶ Works with file system and processes
- ▶ OOP and GUI in Python
- ▶ Application packages (numPy, sciPy, packages for working with JSON and XML, pandas)

Education

Donetsk National University

bachelor’s degree2019 - 2022

Specialty

Informatics and computer science

Donetsk Polytechnic College

secondary vocational2015 - 2019

Specialty

Computer Systems Programming

Donetsk Multidisciplinary Lyceum No. 124

secondary school2013 - 2015

MOE "School No. 63 of Donetsk city"

secondary school2007 - 2012

About me

In my free time I develop my professional skills and learn new ones in related fields to better understand what other developers face when implementing any solutions.

I tend to reduce everything to a clear structure and algorithm, I am uncomfortable if my work activity is inconsistent. I like to plan and follow the plan.

It is difficult to enter the work process without defining the tasks and the final goal of the work. Tends to perform my duties well, which I not infrequently expect from other team members.

I tend not to combine work and personal life. I treat my colleagues as colleagues first and foremost. Outside of working hours, I prefer to lower the working boundaries and communicate on an equal footing.