YANA KOTLIAR

UX/UI Designer

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TOOLS

Figma, Adobe XD

Maze, Miro

Jira, Confluence

Adobe Creative Suite

Basic CSS and HTML

SKILLS / DESIGN

User flows / Site maps

Wireframing / Prototyping

Accessibility

Information architecture

Design systems / Style guides

Design strategy

Agile design process

Branding

Conceptual models

Design sprint

SKILLS / RESEARCH

Usability testing

User interviews / User surveys

Journey maps / Affinity mapping

Competitive / Comparative analysis

SWOT analysis

Building user personas

Accessibility evaluation

EDUCATION

UX DESIGN
UX/UI Immersion Program / Thinkful
2021 - 2022 / New York, NY

WEB DESIGN
Fundamentals and principles of Web design / Projector Institute
2021 / New York, NY

MASTER OF INTERNATIONAL RELATIONS
Vistula Academy
2015-2016 / Warsaw, PL

BACHELOR OF ECONOMY
National Transport University
2011-2015 / Kyiv, UA

WORK EXPERIENCE

UX/UI DESIGNER
Zenda LLC
May 2022 - Present

- Worked on a project for one of the world's largest finance synth-tech companies.
- Meet with clients to understand business needs, plan and perform design.
- Worked closely with developers, POs, and QA to create consistent flows applicable to product needs.
- Worked on 50+ variations of design based on requirements documented in Jira/Confluence.
- Produced user flows, wireframes, and clickable prototypes in partnership with UX and development teams for every Sprint cycle.
- In collaboration with the research team facilitated more than 10 usability tests on different stages of product creation.
- Worked on redesigning, formatting, and content-managing the process of online onboarding that offered more than 20 products.
- Presented ongoing design process and mockups to a large group of business partners, and explained design decisions.
- Created visual models that illustrate current and future state experiences, risks, and areas of strategic opportunity.

CONTRACTOR - FREELANCE
UX/UI / PRODUCT DESIGNER
June 2021 - May 2022

- Designed responsive websites for businesses applying user-centered design via a variety of research and design techniques, creating usable and accessible products.
- Contribute to creating, organizing, and distributing project style guides and UI libraries, user flows, wireframes, and interactive prototypes for clients.
- Active collaboration with stakeholders and web developers to deliver the projects within scope and on brand.
- UX/UI evaluation of the product.
- Worked with software engineers on the implementation of new features and designs.
- Created style guides. Worked on the design system for the developers and QA teams.
- Product re-branding.