

Dmitry Dvornichenko

User Experience Designer

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dvornichenko.design

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Kharkiv, Ukraine

SKILLS

Interviewing stakeholders

Solution audit

Presentation & Pre-sales

User research

Information Architecture

UX documentation & maps

Wireframing

Interactive prototyping

Responsive web design

Mobile app design

Design systems

Analytics & Testing

TOOLKIT

Paper + Pen, Whiteboard

Sketch + Invision, Figma

Flinto, Kite Compositor, Framer
Studio

Principle, Adobe AfterEffects

Keynote, Adobe InDesign, Microsoft
PowerPoint

Adobe Photoshop, Adobe Illustrator,
Cinema 4D

DaVinci Resolve, Adobe Premiere

EDUCATION

**Kharkiv National University of
Radioelectronics**

Telecommunications, 2011

Kharkiv Patent & Computer College

Computer systems, 2010

WORK EXPERIENCE

MOSST Reader

03/2017 – 12/2017

Kiev, Ukraine (remote)

Research, prototyping and business-oriented redesign for mPOS reader companion apps for iOS and Android.

- Conducted workshops to learn customer insights and analyze current app solutions.
- Documented customer goals and business goals.
- Prototyped core user flows and interactions.
- Developed UI design based on a native UI to bring a snappy & predictable experience for customer.
- Designed branding & marketing materials, including mPOS reader package, stickers, landing page modules etc.

HoloLens Project

08/2017 – 10/2017

USA (remote)

Prototyping, script, and design for a Microsoft HoloLens mixed reality app, made for a world-known client.

Details are currently under NDA.

Plarium

05/2014 – 03/2017

Kharkiv, Ukraine

UX and UI design for numerous features of browser games & internal marketing tools at Plarium. Details are currently under NDA.

- Estimated and planned design work and quickly created idea and feature prototypes.
- Designed player-oriented experiences for multiple online games in accordance to business goals.
- Researched user feedback & designed an interface for internal marketing tools.

EPAM Ukraine

05/2013 – 03/2014

Kharkiv, Ukraine

Ryanair

12/2013 – 03/2014

Dublin, Ireland (in-house)

Redesigning the check-in experience for the largest airline in Europe with a special focus on personalization and business metrics.

- Collaborated with the executives & analytics on defining business goals & identifying key insights.
- Collected user feedback from Ryanair's support & public sources.
- Prototyped interactive parts of flow for quick design decision validation.

WORK EXPERIENCE

- Designed every aspect of the booking & check-in flows on the Ryanair website, from low-fi prototypes to development-ready assets, including animations.

Kantar Media

London, UK (remote)

Research, prototyping & visual design for a B2B analytics web application, as a part of EPAM Global team.

- Facilitated discovery phase, conceptualized ideas.
- Estimated and planned design development and design goals with project managers and development leads.
- Pitched design concepts and detailed design in documentation and presentations.
- Managed a team of UI designers, coordinating them through the UI design phase.
- Developed an information architecture for an application.
- Created data visualization guidelines for d3.js modules in a communication with developer team.
- Communicated tightly with stakeholders, development team and QA to sustain final product quality.

Brander (ex. Turumburum)

Kharkiv, Ukraine

UX and UI Design for leading Ukrainian online retail stores (Comfy, Eldorado, Fotomag, Joinup), UI concepts for leading personal banking solutions (Sberbank, Ukrsibbank)

First Ukrainian International Bank

Kyiv, Ukraine (remote)

Research, product strategy, prototyping and UI Design for personal banking mobile apps (iOS Universal, Android) and a web application, as part of Brander.ua team.

- Participated in pre-sales process by creating initial concept and planning design phase.
- Developed and iterated cross-platform design guidelines.
- Awarded as 'The most innovative online bank in Ukraine' by Forbes in 2012.

META.UA

Kharkiv, Ukraine

Interface design & prototyping for core services, commercial and promotional pages, holiday themes.

- Creating responsive UI design for a various portal sections, including Maps, Index, Media, Female etc.).
- Designed player-oriented experiences for multiple online games in accordance to business goals.

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