

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.

- Estimated and planned design work and quickly created idea and feature prototypes.games in accordance to business goals.
- Collected user feedback from Ryanair's support & public sources.

WORK EXPERIENCE

- Prototyped interactive parts of flow for quick design decision validation.
- 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

05/2013 – 12/2013

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)

01/2011 – 04/2013

Kharkiv, Ukraine

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

First Ukrainian International Bank

11/2011 – 12/2012

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

01/2008 – 09/2008

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.).

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