Hey, I am Dina, a designer with 5+ years of work experience. I am passionate about solving complex UX challenges and designing high quality interfaces and design systems. I understand what it takes to create awesome, consumer-oriented experiences. Also I have strong eye for grids, visual patterns, pixel-perfect attention to detail and people-focused design mentality.

Portfolio

Was presented at the creative space "Tkachi", 2015

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Exibition

be.net/pustoshi

Achievements		Skills	
Best Design	Created the best Social Media Design of the year for e-commerce, Russia, 2019	User Interface Design, User Experience Design, Visual and interaction design, Personas, Wireframes, Interactive Prototyping,	
Winner	Won 4th place at Silver Mercury Design Youth Competition, Russia, 2018	Rough sketches of interactions, Communication with developers, Task delegation and planning, User flows and pain points, Business goals solving, Team work	
Exibition	Was presented at the Hermitage museum, 2016	Design Tools: Sketch, Adobe creative suite (Photoshop, Illustrator, Indesign, Lightroom, AdobeXD, AfterEffects) InVision, Marvel, Axure, Figma, Zeplin.	
Winner	Won free education at the Hermitage Museum contest named 'Form and text', 2016		

Experience		Education	
UX/UI Designer Ubiquiti Networks, Stockholm, Sweden	2020–now	UX/UI Design Course	Adobe Education, 3 months.
		UX/UI Design Course	Epic Skills, School of IT, 1 year.
UX/UI Designer Greater Than, Stockholm, Sweden	2019 (6 mo)	Design Course	Hermitage Youth Centre, 6 months.
UX/UI Designer Deasign, Swedish digital agency in Russia.	2017–2019	Master's degree	Digital, Multimedia & Information Resources, Peter the Great Polytechnic University, 1 year.
UX/UI Designer	2016–2017		
Medor, Saint Petersburg, Russia.		Associate's degree	Geodesy, National mineral resources university, 5 years.
Graphic designer Devexperts, Munich, Germany (remotely).	2016		
Graphic designer	2015	Hobbies	
Aurora Fashion Week, Russia.			g, Maths, Photography: pustoshi.tumblr.com store: instagram.com/croyshop

My intention behind every product and interface is to understand people — their emotions, behaviors, and attitudes. And in everything I do, I'm interested in how design and technology can elevate businesses, people and the communities around them. My workflow is based on organizing an idea into a well-functioning microsystem, where each element is logically connected to each other. With experience in component architectures, I can improve, maintain or design whole complex product ecosystems.