



RUSTAM KARPYKOV

UX/UI Designer

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ABOUT ME

As a UX/UI Designer with a background in data analysis, RPA and software testing, I bring a unique perspective to my work. My skills in user interface design, user experience research, and analytical thinking allow me to create intuitive and engaging digital experiences that meet the needs of both businesses and users.

SKILLS

Design-software

Figma
Affinity Designer
Adobe Illustrator
Adobe XD
Adobe XD
Adobe Photoshop
Rive
Krita
Sketch
UI-Path

UX-design

Design Thinking
Design research
Web Design
User Interface
Service Design
Storytelling
Scenario Design
System Design
Wireframing
Prototyping
Color theory
Video Editing

Programming

Flutter (Dart)
C | C # | C++ | Cuda C
Python
R-programming
HTML/CSS
Unix-Bash(Shell)

Extra

AI tools
Midjourney
ChatGPT
Troubleshooting

CONFERENCES

Intel Neural Networks workshop METU (2017)
Model United Nations Turkey Conference (2016)
Euro-Asia Model United Nations Training and Development Conference (2015)
Finance Kongresi METU (2016)
Finance Kongresi METU (2015)
10. Genç AKADEMI (2014)
XV International tournament "Computer Physics" (2014)
Gold Medalist

LANGUAGES

English

Academic

Russian

Conversational

Turkish

Intermediate

EXPERIENCE

December 2021
On maintenance

Magic Garden

Qostanay, Kazakhstan

Lead UX/UI Designer

- We have build fully functioning mobile service which helps small and medium sized flower-shops and other businesses related to the industry to enter online sales and make their sales grow.
- As a lead UX/UI Designer, have been working on all the aspects of user experience, such as user research, wireframing and prototyping.
- During all the stages of development have closely worked with developers of the platform.

November 2022
On maintenance

FloriAnna

Astana/Qostanay, Kazakhstan

Lead UX/UI Designer

- Designed and developed a modern and user-friendly progressive web application (PWA) for a local flower shop, enhancing their online presence and customer engagement.
- Created a seamless and intuitive user experience (UX) by implementing effective navigation, clear information architecture, and user-centered design principles with no registration browsing and ordering flow.
- Collaborated closely with the flower shop's team to understand their business goals and translated them into a compelling digital experience, aligning the PWA with their brand identity and values.
- Integrated convenient features such as a product catalog, search functionality, online ordering, and delivery options to streamline the customer journey and maximize conversions through ordering experience.
- Till today I am responsible for maintenance of the project.

December 2020
September 2021

Briddgy (start-up)

Baku, Azerbaijan

Lead UX/UI Designer

- Was a part of a team of young developers.
- Conducted research on user experience and interface of competitor platforms with similar products from the idea stage to it's implementation.
- Was responsible for the development of the whole UX and UI design from icons and system design to web and mobile app.

December 2018 | **erest** | Ankara, Turkey
August 2021 | Intern to middle UX/UI Designer

- Gained valuable hands-on experience as a junior UX/UI designer, contributing to the project for a period of over two years, and acquiring a deep understanding of the end-to-end design process.
- Took a part in design of user-friendly and visually appealing UI/UX interfaces for the start-up's internal dashboards, resulting in an improved user experience and increased efficiency.
- Became proficient in using Adobe XD and Figma to create wireframes, prototypes, and high-fidelity UI designs, effectively communicating design concepts and ideas to the team members.
- Developed a solid understanding of mobile design best practices, including responsive design principles, mobile usability guidelines, and accessibility considerations, resulting in an optimized user experience across various devices and screen sizes.
- Demonstrated a strong attention to detail, delivering pixel-perfect designs and collaborating with developers to ensure accurate implementation of the visual elements and interactions.

October 2019 | **BeeutyPass (start-up)** | Ankara, Turkey
July 2021 | UX/UI Designer

- Contributed to the creation and maintenance of a design system, ensuring consistency and scalability throughout the mobile application, and facilitating efficient collaboration within our team.
- Worked closely with the development team to ensure the seamless integration of the design with Flutter, collaborating on the implementation of interactive features, animations, and transitions.
- Actively participated in design critiques, incorporating feedback from senior designer and CEO to iterate and improve the user interface (UI) design, while also showcasing adaptability and eagerness to learn and grow.

December 2020 | **Forte bank** | Astana, Kazakhstan
March 2021 | Robotic Processes Automation Developer

- Worked remotely as full-time employee.
- Analyzed user journey and interactions with software interfaces of internal and external systems of the bank's CRM.
- Identified and designed business processes for further automation by preparing detailed user experience journey map.
- Set up, testing and monitoring automated work-flows to make sure that business processes functions at optimum efficiency without a risk of errors.

March 2018 | **CIOCard (start-up)** | Ankara, Turkey
July 2018 | Software-Hardware tester

- Have been testing all the physical and digital products of CIO-Card including:

mobile application and it's services
application for POS-terminals
physical payment terminals, in particular, the whole process and
experience of payment through plastic cards, QR code and NFC
payment

- Responsible for a preliminary assessment of the state of mobile applications before release in the AppStore and Google Play, basically was the one to give permission for release in 'production'.