Ilona Kostyushko

UX/UI DESIGNER

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💼 Portfolio   Dribbble   Behance

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📍 Lviv, Ukraine

About me

I'm a UX/UI designer with 3 years of experience. I focus on creating designs that balance business needs and user-friendly solutions. I'm very passionate about design and always looking to learn new tools and techniques.

Work experience

- **Qoders Family – UI/UX Designer** (October 2021 – September 2024)

  I was responsible for designing and launching over 50 commercial projects, focusing on product and branding. I improved my time management and task prioritization skills, which helped me manage both current and future assignments more effectively. I also created more than 17 presentations to showcase company projects on different platforms. Additionally, I designed a Chrome extension plugin and several applications, which were published on platforms such as Shopify, Webflow, and WIX. Collaborating with the design team, we built a system of ready-made elements that focused on enhancing the user experience. I also developed more than 10 themes for WordPress and Framer, expanding the range of digital solutions I worked on.

- **Freelance – UX/UI Designer** (March 2021 – September 2021)

  I gained experience on Freelance platforms. I developed 5+ advertising banners, 4 presentations for lectures and demonstrations about company achievements, 2 designs for printing personalized t-shirts, 2 sets of covers for pinned Instagram stories, 1 landing page, and a redesign of a mobile application with a presentation for customers.

- **Courses – UI/UX Designer** (September 2020 – March 2021)

  During the courses, I learned about composition, color, typography and prototyping. I created three landing pages, two corporate and commercial websites, and an Android application. I learned to work with photos in Photoshop, create illustrations with Illustrator and make videos and animations in After Effects.

Skills

- Design thinking approach;
- Understanding of usability, UX/UI;
- Experience with responsive web design;
- UX approach: personas, user flows, wireframing, prototyping;
- Knowledge of visual design;
- Successful working in a team;
- Basic understanding of HTML/CSS;
- Understanding of user interaction principles;
- Responsibility, accuracy, competence;
- Time management.

Language

Ukrainian – C2, Proficiency

English – B2, Upper-Intermediate

German – A2, Elementary

Education

Mobios school
UX/UI Web, Mobile design
2020-2021

Projector
Beginner Web Designer
2020

Zhytomyr Economic and Humanitarian Institute
"Human health", Bachelor
2017 - 2019

Instruments

- Figma
- FigJam
- Adobe Photoshop
- InVision
- Adobe After Effects
- WordPress
- Adobe Illustrator
- Artificial Intelligence
- Miro
- Framer
- Spline (basic)