Erika Milanova

About Me

Product Designer with 5 years of experience in the tech industry. Specializes in UX/UI, agile teams, and user research. Passionate about pixel-perfect, user-friendly solutions and cross-functional collaboration.

Contact

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Skills

Technical Skills:
- UI Elements & Hierarchy
- Wireframing & Prototyping
- Web & Mobile App Design
- Responsive Design
- Material Design & iOS Design
- UX/UI Quality Control
- Front-End Development Fundamentals

Process & Methodology:
- Design Principles & Heuristics
- User Testing & A/B Testing
- Agile Development Methods
- User Requirement Gathering
- Design System Maintenance

Soft Skills:
- Interaction
- UX Fundamentals & User Psychology
- Stakeholder Collaboration
- Time Management
- Communication Skills
- Problem-solving (UX Troubleshooting)

Leadership & Management:
- Cross-Functional Collaboration
- Stakeholder Engagement
- Agile Team Leadership
- Talent Acquisition in Design

Work Experience

Product Designer

Avid Systems | April 2023 - Present

- Collaborated intensively with product managers and engineers to align on UI/UX needs and define project scope.
- Employed storyboards, process flows, and sitemaps to illustrate nuanced design ideas, enhancing collaborative understanding.
- Designed and implemented key UI elements such as menus, tabs, and widgets to foster intuitive navigation and user engagement.
- Developed responsive navigation buttons and search fields, elevating usability across devices.
- Conceived and iterated high-fidelity UI mockups and prototypes, offering clear, visual representations of site functionalities.
- Generated original graphics including images, sketches, and tables to augment UI and meet brand guidelines.
- Prepared and presented initial drafts to internal teams and key stakeholders, driving project alignment and iterative design.
- Addressed and resolved UX issues related to responsiveness, implementing real-time solutions.
- HTML/CSS Troubleshooting.
- Thrived in an agile development environment, balancing rapid iteration with high-quality design output.
- Effectively estimated task durations to meet stringent deadlines with multiple responsibilities.

Lead Product Designer

Blue dot | January 2020 - 2023

- Orchestrated UX/UI design initiatives for a leader in AI-driven, cloud-based tax compliance solutions.
- Conducted ethnographic interviews, usability testing, and data analysis as part of comprehensive user research.
- Facilitated sprint planning and backlog refinement meetings in an agile development cycle.
- Developed and validated high-fidelity prototypes, wireframes, and user journeys.
- Achieved an 80% increase in client satisfaction and engagement, impacting key accounts like Intel, Uber, and Facebook.

Software

- Adobe Creative Cloud
- Balsamiq Mockups
- Invision
- Zeplin
- Jira
- Visual Studio Code
- ProtoPie
- Figma

Education

UI Designer

CareerFoundry.com

2020

Graphic Designer

Seavus - Education &
Development Center

2018

Languages

- Macedonian (Native)
- English (Fluent)
- German (Basic)

In-House (Visual) Designer

Sourcico | January 2020 - 2023

- Crafted brand collateral, infographics, and digital assets adhering to best-practice UI/UX principles.
- Led the responsive web design overhaul with a focus on user-centered design.
- Actively involved in talent acquisition and mentorship, fostering team development and growth.

Compliance Specialist & Brand Designer

Private Label Skin Care Florida | May 2019 - January 2020

- Developed creative briefs, managed stakeholder expectations, and led multidisciplinary project teams.
- Conducted heuristic evaluations and user interviews to set visual and functional design directions.
- Devised go-to-market strategies, overcoming design and product commercialization challenges.

UX Designer

MapGroup.ca | Contract | October 2019 - December 2019

- Engaged in persona development, task analysis, and cognitive walkthroughs.
- Created sitemaps, customer journey maps, and interactive wireframes.
- Performed competitive benchmarking and SWOT analyses to uncover UI/UX improvement opportunities.

UI Designer

Theradome.com | February 2019 - October 2019

- Utilized a human-centered design approach to create intuitive UI layouts for medical technology applications.
- Collaborated on A/B tests, user acceptance tests, and usability studies.
- Assisted in developing responsive design systems and interactive prototypes.

Graphic Designer

Skenderoski & Lowther | July 2018 - January 2019

- Managed the complete design lifecycle, from ideation to final delivery.
- Crafted print collateral, digital campaigns, and brand identity assets.
- Achieved project objectives, reinforcing brand positioning and driving customer engagement.