

# Anatoly Sidorov

Product Designer

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## WORK EXPERIENCE

### Product Designer

*TangoMe | 12/2018 - Present*

- Create and maintain design system. It improves efficiency of design and development teams.
- Suggested and delivered successful features for the company.
- Participated in the development of animated gifts.
- Successfully presented method of broadcasting from laptop.
- Participated in launching of Web client.
- Outside of working hours doing broadcasting: communicate with our audience, create and test new features, share experience and collect feedback.
- My role includes delivering feature from rough idea to high fidelity prototype.
- Take part in product meetings, work closely with CEO to deliver well-directed work.
- I actively participate in the life of the company, train and share my experience with employees.

### UX/UI Designer

*Wispi | 07/2016 - 10/2018*

- Designer on whole project, create and direct visual identity of mobile app (iOS / Android).
- Create and maintain design system.
- Create marketing products, videos, prototypes, presentations, animations.
- Closely collaborate with the CEO and engineers to ensure successful product launch.
- My responsibilities is to work with a cross functional team to evolve Wispi business solution from complicated tool to a friendly and delightful app.

### Designer

*SPB TV | 02/2013 - 05/2016*

- Created design and visual appearance in 3D for international exhibitions.
- Filled position of Mobile Designer. Created design for various mobile platforms (iOS, Android, Windows Phone).
- Created design for Smart TV application.
- Implemented unique functionality for Web and Mobile applications.

## SKILLS

### Tools

|                     |                   |
|---------------------|-------------------|
| Figma               | HTML & CSS        |
| Adobe Illustrator   | Zeplin & InVision |
| Adobe After Effects | 3ds Max           |
| Adobe Photoshop     | Framer            |
| Sketch              | Procreate         |

### Skills

|                   |                      |
|-------------------|----------------------|
| User Research     | Hand Drawing         |
| Wireframing       | Animations           |
| Prototyping       | Usability Principles |
| Interface Design  | User Journey Map     |
| Mobile Guidelines | Typography           |

## EDUCATION

### Architecture

*Altai State Technical University  
Institute of Architecture and Design  
Master's Degree | 09/2007 - 06/20012*

## LANGUAGE SKILLS

| Russian | English | Spanish |
|---------|---------|---------|
| Native  | Fluent  | Novice  |