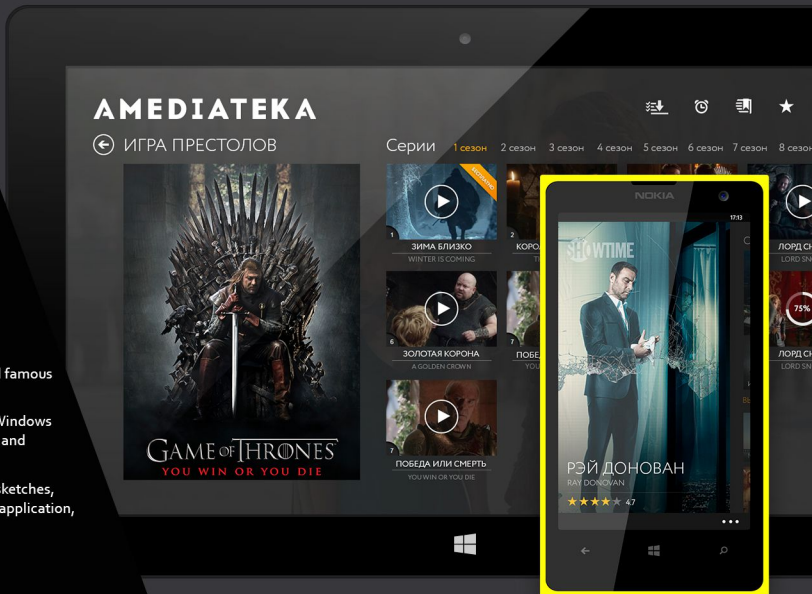
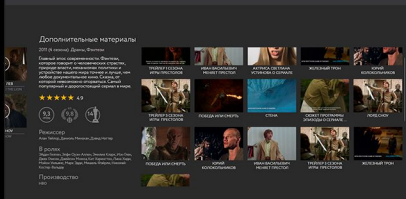
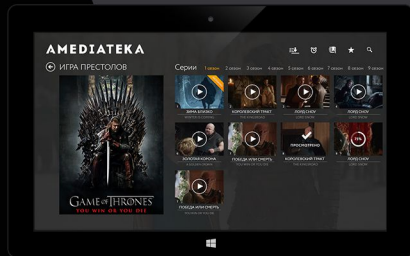


PORTFOLIO

- Project name:** Amediateka
- Platform:** Windows Phone / Tablet
- Description:** The best TV shows of the planet simultaneously with the whole world. Documentary and feature films. World famous concerts.
- Scope:** The task was to develop a design for Windows mobile devices. Both Windows Phone and Windows Tablet.
- Contribution:** Full responsibility for design. Creating sketches, visual part of design along with UX of application, interactions.



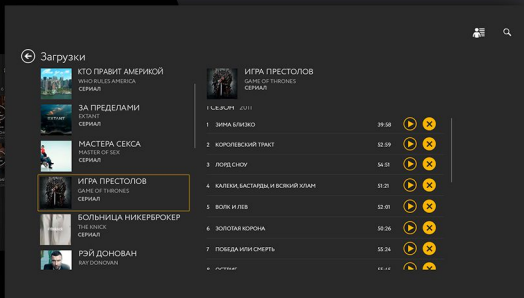
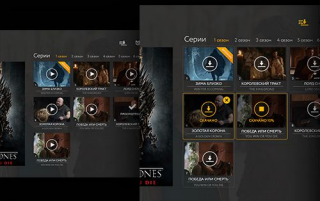
Amediateka already had its own corporate style, so the main task was to use the best UX practices to make the design of the application according to all the rules of UWP and not to lose the individual features of Amediateka.



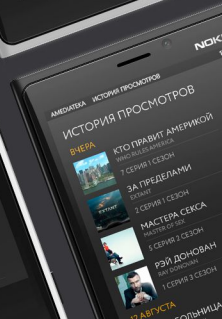
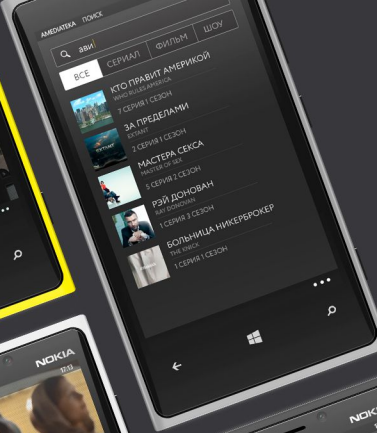
WATCH

DOWNLOAD

OFFLINE CONTENT

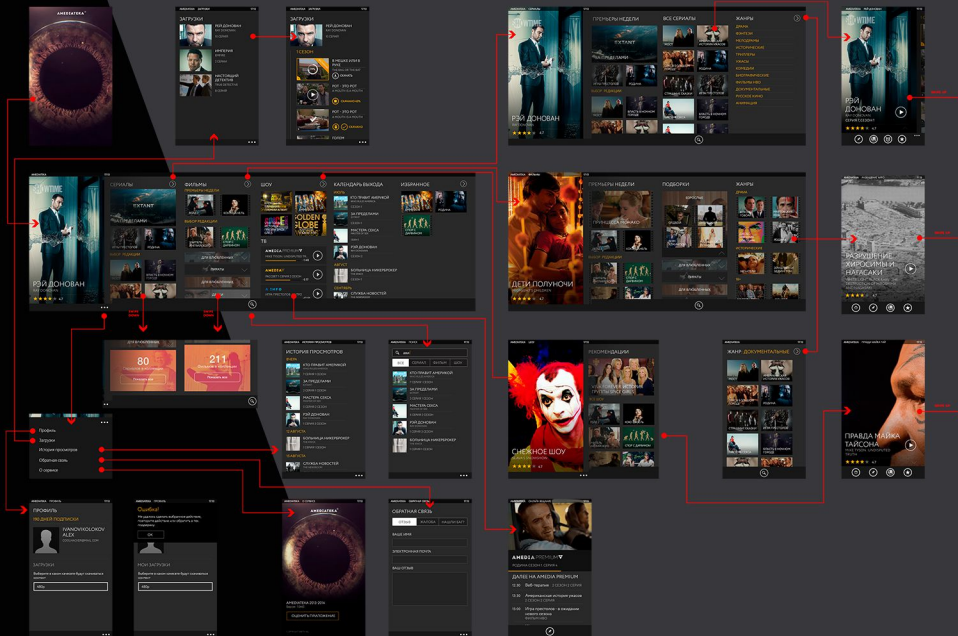


Some time was needed to study the UWP guidelines. The feedback from the developers was also very important when creating sketches and final designs. In the process of developing the design, we had to solve non-standard problems such as the ability to download a series and watch it offline and others.

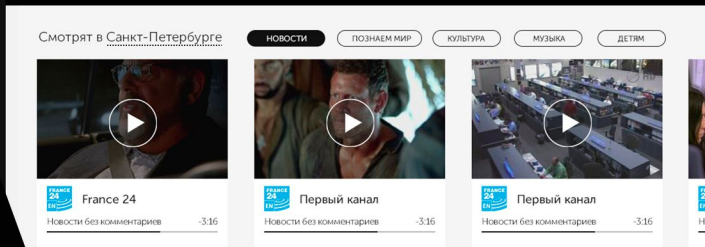
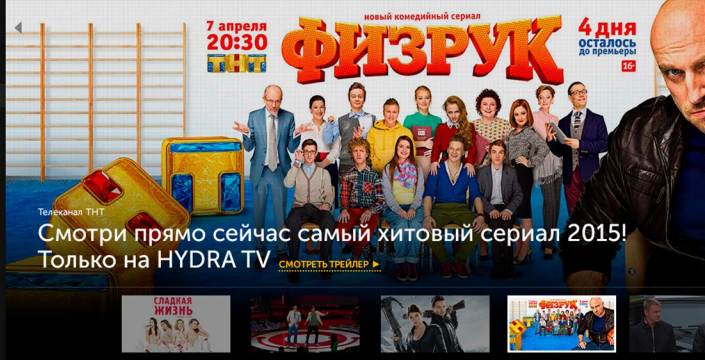


Along with the creation of separate screens, it was necessary to create a schemes for a better understanding of the overall picture of the application. Such schemes are especially useful for discussions and presentations.

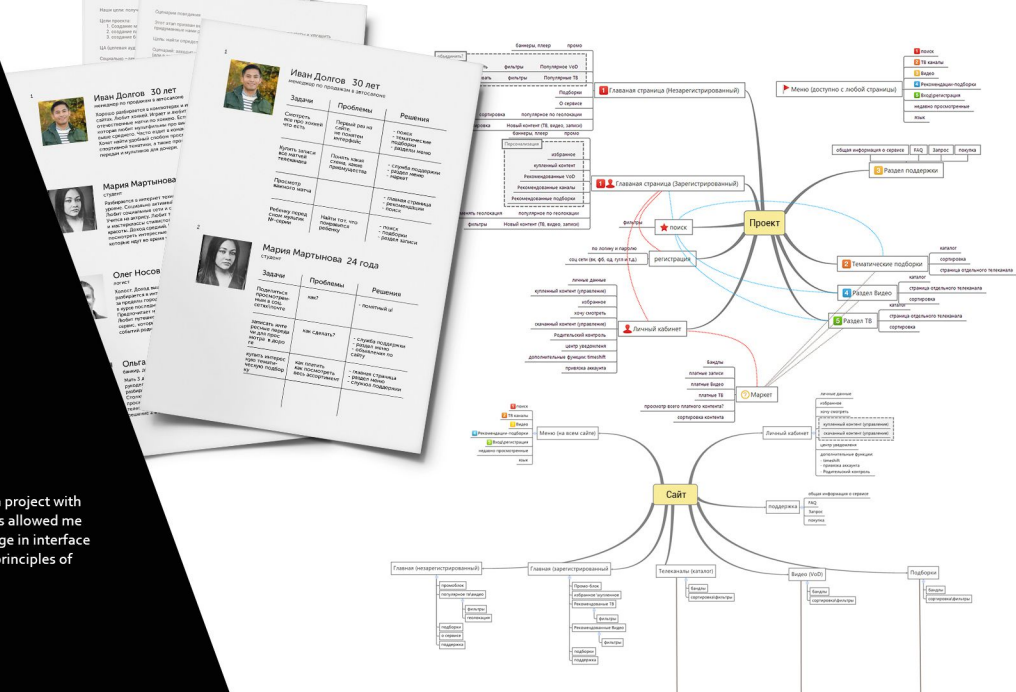
In the process of working on a project, I studied UWP and got acquainted with an complex approach in designing interfaces.

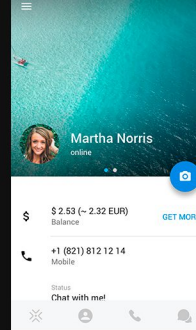
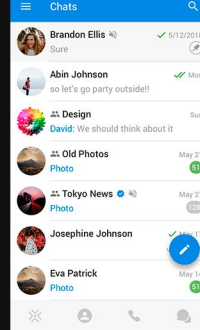
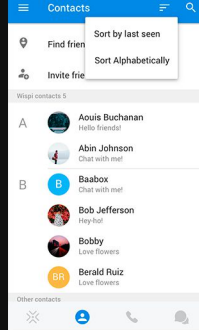
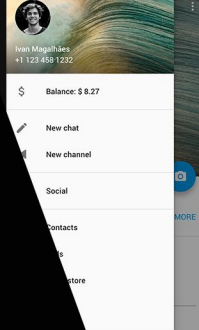


- Project name:** Hydra TV
- Platform:** Web
- Description:** Internet TV, available always and on all screens.
- Scope:** Develop a website design for the service with a focus on target audience research
- Contribution:** Research, discussion of concepts, analysis of statistical data of the service, development of sketches, diagrams and the creation of final sketches. Justification of the concept in a team.



Working as a team on a project with marketers and analytics allowed me to deepen my knowledge in interface design along with the principles of Design thinking.





Project name:

WispiApp

Platform:

Web, mobile

Description:

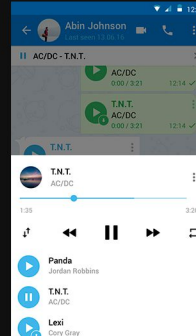
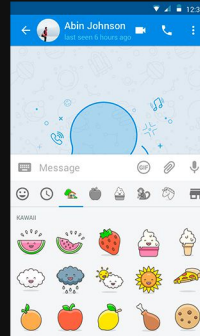
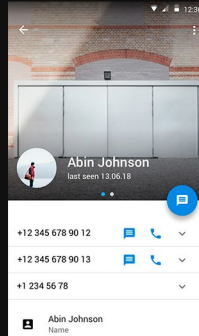
Messaging app

Scope:

Creation and promotion of the product.
Creating a design for all platforms.

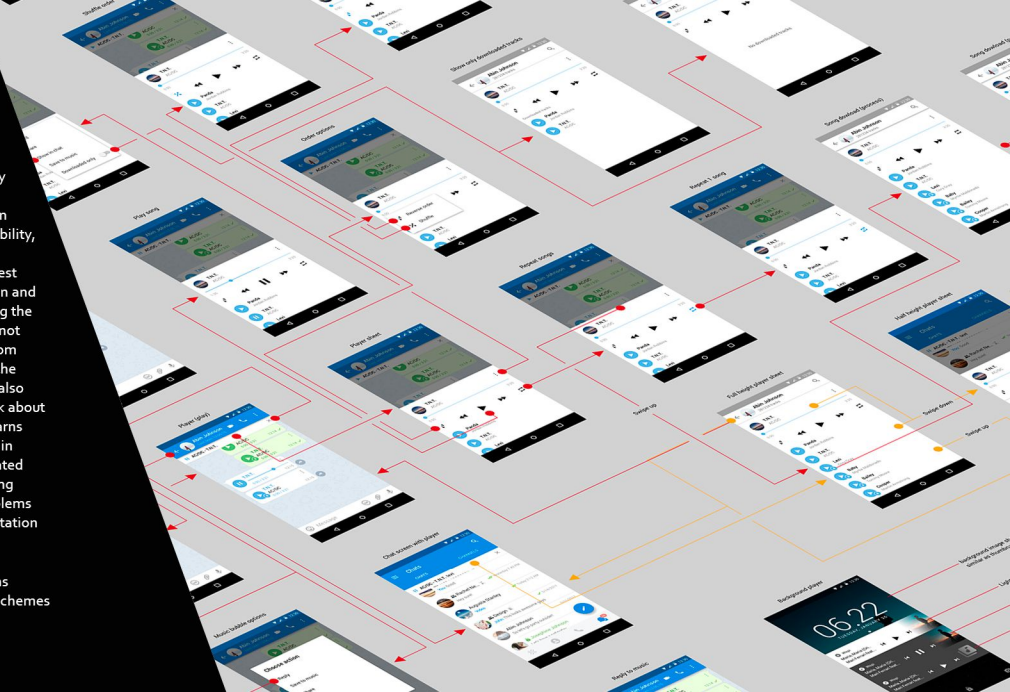
Contribution:

I am responsible for everything related to design. Starting from creating sketches for screens of mobile devices and ending with materials for social networks. But main focus is to create design for Android and iOS.

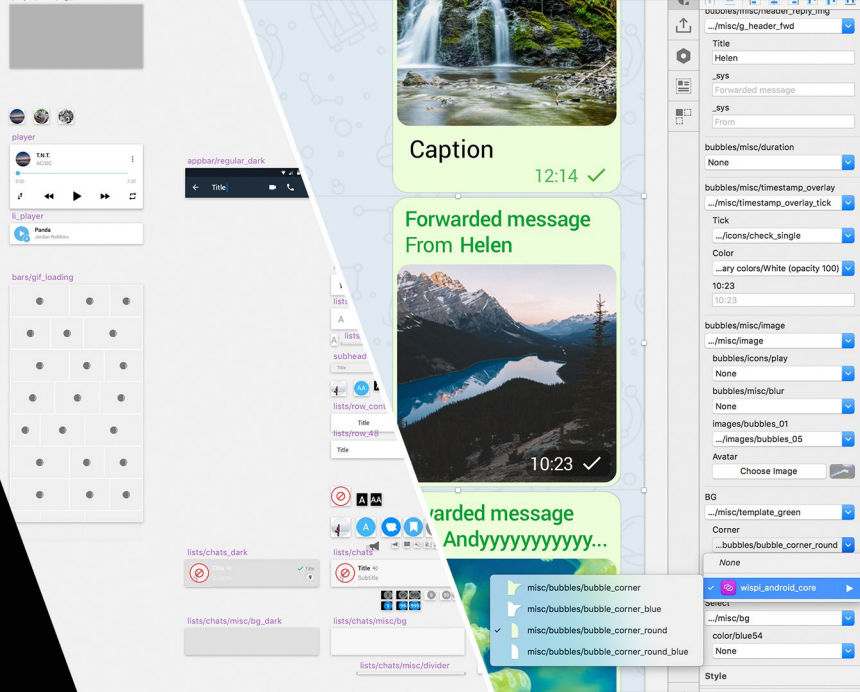


Lead a whole project is very encouraging. Making key decisions in terms of design imposes a serious responsibility, so I had to seriously study the guidelines, apply the best solutions for the application and the new functionality. Being the only designer on a project not only gives you some freedom in terms of implementing the development process, but also makes you constantly think about optimization, every day learns something new, always be in touch, deal with things related to design: testing, discussing and solving emerging problems writing technical documentation and much more.

Application has 2K+ screens (Android & iOS) and 250+ schemes only for mobile devices.



A library of elements and styles was created for each platform. This allows the application to scale up faster and more efficiently while remaining very flexible for changes. Also, this approach helps to remain transparent in work.



For a more accurate representation of the design and dynamics, we use Framer as a tool to demonstrate the individual design elements for both the developer and the client. In this case we're 100% sure that UX will be as we want.

To work in a team means to be able to use available resources with maximum efficiency. That is why in order to facilitate the work of myself and the developers, I was kinda forced to create a design system, learn Framer, JS, how to write technical documentation and much more. It is not easy, but this is exactly what I like about my work!

```

height: 20
borderRadius: 10
backgroundColor: "#7FB963"

if itemIsMuted == 1
  unreadContainer.backgroundColor = "#C7C7C7"

unreadTitle = new TextLayer
  parent: unreadContainer
  text:
    _.random(1,parseInt(Utils.randomChoice(["9","9","9","9","99","99","999"])))
  color: "#ffffff"
  y: Align.center
  fontSize: 14

unreadContainer.width = unreadTitle.width+11
unreadTitle.x = Align.center
unreadContainer.x = parent.width-unreadContainer.width

createDate = (parent, cut) ->
  r = _.random(3)
  month = _.random(1,12)
  if month < 10
    month = ('0' + month).slice(-2)
  date = new TextLayer
    parent: parent
    fontSize: 13
    fontFamily: roboto
    y: 15
    text: _.random(1,31)+"."+month+".18"

date.maxX = parent.width - 12
if cut != 1

```

