

Adrian Staykov UI/UX, and Graphic Designer

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Summary

Started as a Graphic Designer in an advertising agency. Since June 2017 - a designer in the IT industry, working on a variety of projects.

Practical and Theoretical experience in:

- UI/UX Design methodology and principles;
- · Web Design;
- Project Management (small-scale projects);
 Teamwork in a full-stack development team;
- Small-scale Projects Leading;
- Communication with stakeholders;
- Negotiating projects' scope, stages, work approach, and schedules;
- Time management & working on tight deadlines:
- Practical experience in implementing smallscale web development projects (CMS based websites, simple HTML&CSS templates);
- Theoretical knowledge in Web Development.

Work Experience

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Position & Responsibilities

It ST Technology Ltd. 2017 - Present

Position:

Graphic Designer (Main designer in the company)

Project types (B2B/B2C):

- Web/UI/UX Designs;
- Graphic Design (Branding; Print; Packagings, Advertising Materials, and more);
- Web Development (CMS installation, setup, customization, optimization, simple custom HTML & CSS templates).

Responsibilities:

- Direct communication with stakeholders (defining project's goals, requirements, deadlines, and more);
- Communicating the projects' specifics with the company CEO and designated team members;
- Scheduling and leading projects and/or different project's stages depending on the scope;
- **Research** (small scale discovery, competitive studies, research for good practices, and design trends);
- Creating wireframes and interactive prototypes;
- Small audience user testing;
- Creating design concepts following good industry practices (accessibility and usability, typography, consistency and standards, design trends, and more);
- Audits, analysis, and ideation (identifying potential



Work Experience

Company name & Time period	Position & Responsibilities
It ST Technology Ltd. 2017 - Present	tool/website/product issues, areas for improvements, and building hypothesis for following changes); • AB Testing (experiments, monitoring, and implementation); • Installing, setting up, customizing, optimizing, and managing CMS based websites; • Communication with technical support (hosting); • Collaboration with a digital marketing expert; • Communicating with print houses;
Lambadjiev Standard Ltd. 2016 - 2017	Project types (public contracts): • Design of advertising materials (print materials, souvenirs, and more); • Print Layout; • Branding. Responsibilities: • Working strictly on already settled project specifications; • Following strict design and branding guidelines;
	 Direct communication with stakeholders during the work process; Creating design concepts that are then discussed with the team, the company CEO and Lead Designer, and the stakeholders; Communicating with print houses and handling the logistics for print materials/souvenirs; Collaboration with an IT expert on web-related projects.

Education

School	Degree & Field of study
Sofia University St. Kliment Ohridski (2015 - 2016)	Master's degree (Advertising design)



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Education

School	Degree & Field of study
Sofia University St. Kliment Ohridski (2011 - 2015)	Bachelor's degree (Art and pedagogics)
Nayden Gerov high school, Lom (2007 - 2011)	Mathematics and Computer Science

Courses and Certificates

Issuing Organization	Course/Certificate
Udemy (2022)	Complete Agile Scrum Management + Kanban + 4 EXTRA courses
Udemy (2021)	DESIGN RULES: Principles + Practices for Great UI Design
Interaction Design Foundation (2021)	Design for the 21st Century with Don Norman
Interaction Design Foundation (2021)	How to Create a UX Portfolio
Interaction Design Foundation (2021)	The Practical Guide to Usability
Udemy (2021)	Adobe CC Masterclass: Photoshop, Illustrator, XD & InDesign
Software University (2016)	Crash Course in UX - November 2015

Languages

Language	Level of command
English	Upper-Intermediate Level
Bulgarian	Native Speaker



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Skills

Soft Skills	Hard Skills
 Integrity; Work Ethic; Empathy; Reliability; High level of self-organization; Effective Communication; Creativity; Team Work; Critical Thinking and Problem-solving; Adaptability; Open-minded; Willingness to learn. 	 Prototyping (Paper Prototypes, Low & Hi-Fidelity Prototypes, Interactive Prototypes); Journey Mapping and User Flows; Research/Discovery Process/Personas; Wireframing; Accessibility testing; AB Testing; Design Thinking; Competitive Analysis; Visual Design; Information Architecture; Print Layout and Prepress; Drawing; Project Management.













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Design/Creative	Project Management	Web Development/Support
 Adobe CC (Illustrator, Photoshop, InDesign, After Effects); Figma; Miro/MindMeister; Google Web Designer. 	GitScrum;Asana;MeisterTask;Slack;Trello;Redmine.	 WordPress; HTML & CSS; cPanel; FileZilla; Notepad++/Sublime Text/ Microsoft Visual Studio Code; GitHub.

Hobbies and Interests

 Reading about UI/UX design and Programming; City walks & Riding a bike; Watching movies and listening to music; Collecting wristwatches.

