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 vast variety of projects.

Practical and Theoretical experience in:

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

Work Experience

Company name & Time period	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

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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**	**Position:** Graphic Designer **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.

Tools and Technologies

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.