

Victoria Onishchuk

Product Designer, UX, UI, Mobile, VR

E-mail: victoria.onishchuk@gmail.com

Portfolio: <http://victoriaonishchuk.com>

Prototypes: <https://goo.gl/tl2GB7>

I work for redesigning our 🌍 World in a little bit comfortable place for everyone and ❤️ inspire others to do the same.

I can ⚡ : develop a 💡 **product strategy** and design concept; Take full ownership of projects; Translate product requirements into 🍰 **user flows**; Create 👤 **User Personas**, Scenarios and Journeys; Build low and high fidelity 💪 **prototypes**; Support the **UX research**, tests and analysed the results; Design interactions and visual design; Build a **component based design system**; Prepare assets for build and development; Work for 🌀 **multiple platforms** and devices: iOS, Android, Phone, Tablet; Collaborate with designers, product owners, developers, researchers; Use Sketch, Adobe CC, Lucidchart, Axure, Pinto, Framer, Zeplin, **HTML, CSS, JS**.

🎓 Education

🎨 **British Higher School of Art and Design:** Interaction design (2008-2009), Type and typography (2011-2013), Design in media (2013-2014).

Master's Degree, 🖥️ **Computer Science**
⚓ Odessa State Polytechnic University
(2001-2006)

Languages: English (fluent), German (basic)





Experience

Product UX designer at 🇨🇭 Archilogic, 🇷🇺 Tadaweb, 🇷🇺 Factod
(from 11.2016)

Early stage startups consulting: **Researching**, interviewing users and collecting data; Rebuilding informational architecture and user flows; Rethinking complex, innovative and unusual interfaces; Finding the priority and systemising ideas and features into lean development.

Product mobile designer at 👑 Art. Lebedev Studio
(11.2014–10.2016)

Successfully designed 8 great products inside different teams; Implemented the culture of UX in mobile design development; Promoted the 🐝 **informational architecture** like a part of a design process and MindMapping like an instrument for UX teams; Popularised new technologies like ★ **VR/AR** and created the first project in Studio with it; Developed and provided first 🚶 **user testing scheme** adapted for agencies. Then passed this knowledge to other teams; Started the good tradition of every week design check-up; Provided mentorship and inspired colleagues to grow up the right way; Tried to rethink and change the management system. Failed...

Lead Interactive designer and owner at ⚒ LaborUnion
(06.2012–09.2014)

Started a small agency business targeting the digital market and startups consulting: **OnMusicStage** (Social music network for young musicians); **KamaGames Studio** (Social dating network "Friends"); **Ruvents** (platform for organising conference and events)

Senior UX/UI designer at Jeltotfiol-Design Studio
(09.2011–05.2012)

UX/UI designer at Bigateam, Media Agency
(09.2008–07.2011)

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