



Victoria Onishchuk

Product Designer, UX, UI, Mobile, VR

Portfolio: <http://victoriaonishchuk.com>

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

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Skills

- Developing a product strategy and design concept;
- Taking full ownership of projects;
- Translating product requirements into user flows;
- Creating User Personas, Scenarios and Journeys;
- Building low and high fidelity prototypes;
- Supporting the UX research, testing and analysing the results;
- Designing interactions and visual design;
- Building a component based design system;
- Preparing assets for build and development;
- Working for multiple platforms and devices: iOS, Android, Phone, Tablet;
- Collaborating with designers, product owners, developers, researchers;
- Using Sketch, Adobe CC, Lucidchart, Axure, Pinto, Framer, Zeplin, HTML, CSS, JS.

Education

[Visual and Interaction design](#) British Higher School of Art and Design

[Master's Degree, Computer Science](#) Odessa State Polytechnic University

Languages: English (fluent), German (basic)

Experience

User Experience Designer at [CRF Health](#)

from 04.2018

- Create user interface wireframes together with screen flows and prototypes ensuring iterative feedback is incorporated into the development process.
- Usability test and user research planning including test scenarios together with detailed questions and needed screens and clickable prototype.
- Creating user personas and user journeys.

Product UX designer at [Archilogic](#), Tadaweb, Factod

11.2016—04.2018

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 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 [Jeltotiol-Design Studio](#)

09.2011 — 05.2012

UX/UI designer at [Bigateam](#), Media Agency

09.2008 — 07.2011