



Victoria Onishchuk

Product UX Designer Mngr.
and Strategist

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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 analyzing the results;
- Designing interactions and visual design;
- Building component-based design systems;
- Preparing assets for build and development;
- Working for multiple platforms and devices: iOS, Android, Phone, Tablet;
- Organizing a collaboration between designers, product owners, developers, researchers;
- Building and managing design teams;
- Working with 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 (A2)

Experience

Product UX designer at [Zalando](#)

from 08.2018

- Was responsible for redesigning of the complex inventory management system;
- Have taken ownership over the product and design processes during the discovery and definition steps;
- Have created the information architecture for visualization the complexity levels and Google Analyses data mapping;
- Have organized and performed structured user interviews as a part of the user research and personas creation;
- Have analyzed user journeys for finding the ways for optimization and automation;
- Have created and tested the first version of the prototype as a part of the design sprint session;
- Have provided detailed documentation of all product design steps and processes to stakeholders, product and design team.

User Experience designer at [CRF Health](#)

04.2018 – 08.2018

- Created user interface wireframes together with screen flows and prototypes ensuring iterative feedback is incorporated into the development process;
- Planned and performed user research and usability tests;
- Created product design documentation including user personas, journeys, and informational architecture;
- Provided mentorship and inspired colleagues to grow up the right way.

Product designer at [Archilogic](#)

11.2016 – 04.2018

- Facilitated the implementation of the user-centric design approach;
- Researched, interviewing users and collecting data;
- Rebuilt informational architecture and user flows;
- Rethought complex, innovative and unusual interfaces;
- Provided technical and design mentoring for UX/UI team members;
- Prioritized and systemized the ideas and features into lean development.

Product mobile designer at [Art. Lebedev Studio](#)

11.2014 – 10.2016

- Delivered a UX strategy and scalable vision for developed products;
- Planed evolutionary and iterative updates;
- Implemented the culture of UX in mobile design development;
- Developed and provided research strategy adapted for agencies;
- Improved collaboration and knowledge exchange between UX, Engineering, and Product Management teams;
- Helped other product teams to implement product and design processes;
- Provided leadership, direction, and mentorship for a team of 4 UX Designers;
- Popularised new technologies and innovations.

Lead Interactive designer at [LaborUnion](#)

06.2012 – 09.2014

Senior UX/UI designer at [Jeltotfiol-Design Studio](#)

09.2011 – 05.2012

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

09.2008 – 07.2011