Victoria Onishchuk

Senior Product UX Designer
and Strategist

Portfolio: http://victoriaonishchuk.com

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, Figma, Adobe CC, Lucidchart, Axure, Framer, Zepplin, 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

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

— 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 designer at [Archilogic](#) 11.2016 — 04.2018

— 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.

Lead Interactive designer at [LaborUnion](#) 06.2012 — 09.2014

Senior UX/UI designer at [Jeltofiol-Design Studio](#) 09.2011 — 05.2012

UX/UI designer at [Bigateam](#), Media Agency 09.2008 — 07.2011