



Victoria Onishchuk

Product UX designer

Portfolio: <http://victoriaonishchuk.com>

Phone: +49 174 5465166

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, 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

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 design consultant 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.

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