Dmytro Demianenko

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OBJECTIVE

Accomplished product designer with extensive experience in user-centric design, UX/UI, branding, and multimedia. Seeking to leverage skills and creativity to contribute to a forward-thinking team and deliver impactful and user-friendly products.

PROFESSIONAL EXPERIENCE

Senior Product Designer

Eliza AI Inc. — San Francisco, CA
2023–Present

Responsibilities
User-Centric Design; Research & Ideation; Information Architecture (IA); User Experience (UX); User Interface (UI); Prototyping; Interaction Design (IxD); Visual Design; Design Systems; Multimedia Design; Usability; A/B Testing; Accessibility; Cross-functional Collaboration; Coding (HTML / CSS / JS); Telehealth Experience; AI-enhancement.

Senior Product Designer

Harmonize — San Francisco, CA
2019–2023

Responsibilities
Research & Ideation; Information Architecture (IA); User Experience (UX); User Interface (UI); Prototyping; User-centric Design; Interaction Design (IxD); Visual and Multimedia Design; Usability; Testing; Accessibility; Cross-functional Collaboration; Telehealth Experience.

Head of Design

Turisto — Kyiv, Ukraine
2017–2019

Responsibilities
Team Leading; Project Management; Research & Ideation; UX-UI Design; Prototyping; Interaction Design (IxD); Visual and Multimedia Design; Testing; Cross-team Collaboration.

CEO & Head of Design

The Mind Games — Ukraine & Poland
2009–2018

Responsibilities
Product management; Research and Development; Ideation; Client Communication; Creative Development; 3D Vis & Animation; Cross-team Collaboration; Supervision.

Art Director / Co-owner

Most of Design — Kyiv, Ukraine
2006–2009

Responsibilities
Project management; Client Communication; Research and Ideation; UX-UI Design; Prototyping; Graphic Design; Multimedia Design; 3D Vis & Animation; Programming; Cross-team Collaboration; Supervision.

Creative Director / Art Director

HAVAS — Kyiv, Ukraine
2003–2006

Responsibilities
Project Management; Client Communication; Creative Ideation; Sketching; Crafting; Story & Script Writing; Motion Design; Graphic Design; Print Design; 3D Visualization; Photo; Illustration; Supervision.

Art Director / Designer / Illustrator

The Sales Machine — Kyiv, Ukraine
2001–2003

Responsibilities
Creative Ideation; Sketching; Crafting; Graphic Design; Print Design; 3D Visualization; Photo; Illustration.

EDUCATION

Kirovohrad Ukraine Regional Institute of Management and Economics
Bachelor's degree in Industrial Design

CGI School
Autodesk Maya Advanced. Python & MEL programming

Osm'orkin Artist School
Artist / Painter

SKILLS

Research. Conducting research on users, competitors, patients, and the market to identify insights and opportunities for the product

Ideation. Generating range of ideas and exploring different design solutions to solve problems and meet user needs.

User Experience. Designing the overall user experience (UX) of the product, including the user interface (UI), information architecture (IA), and user flows.

Prototyping. Creating prototypes of different types to test and validate design concepts with users, patients and stakeholders.

Visual Design. Designing the visual elements of the product, including typography, color, imagery, packaging, multi-media, 3D development, etc.

Interaction Design. Creation of intuitive and seamless experiences that enable users to achieve their goals and complete tasks with ease.

Branding Design. Crafting the visual identity and brand assets that convey the essence and values of the product or company to the target audience.

Collaboration. With cross-functional teams including PMs, QAs, engineers, and stakeholders, to ensure the design aligns the business goals and implementation.

Testing. Conducting usability testing and gathering feedback to iterate and improve user and patient experience and the UI design itself.

Coding. Implementing design concepts into functional code, collaborating with developers to ensure seamless integration of design and functionality.

Communication. Communicating design concepts and decisions to team members and clients through presentations, documentation, and other means.

Learning. Keeping up with industry trends and best practices, and continuously learning and developing skills to improve my knowledge as a product designer.

TOOLS

Figma; Sketch; Axure RP; Rive; Origami Studio; Illustrator; Photoshop; InDesign; Premiere; After Effects; Animate; Maya; Cinema 4D; Usertesting.com; Google Analytics; Amplitude; Hotjar; Python; Javascript; HTML; CSS; AI assistants.