

# Dmytro Demianenko

preferred name: Dima Demian  
address: 6401 Cropping St. Winter Garden, FL 34787  
email: mail@dimademian.com  
phone: 305-970-4421  
linkedin: www.linkedin.com/in/dimademianenko/  
portfolio: www.dimademian.com

## 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; Webflow, Illustrator; Photoshop; InDesign; Premiere; After Effects; Animate; Maya; Cinema 4D; Usertesting.com; Google Analytics; Amplitude; Hotjar; Python; Javascript; HTML; CSS; AI assistants.