

# 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 Institute of Regional Management and Economics**

Master of Arts in 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