

# Dziyana Kantsevich

## Software Developer

Kobryn, Belarus 225301 (open to relocate) | [dziyanakantsevich@gmail.com](mailto:dziyanakantsevich@gmail.com) |  
<https://www.linkedin.com/in/dinakontsevich/> | <https://github.com/dinak0103>  
Visa sponsorship required

## Summary

- 1+ years of experience in designing both desktop, web and mobile applications that deliver engaging and business-oriented user experience.
- Excellent leadership and communication skills with experience in developing strategy, architecture and product roadmap discussion.
- Currently I'm an UX/UI Designer at Sweden Digital Agency company.

## Skillsets:

**Programming languages / Tools:** HTML/CSS3, Bootstrap, JavaScript, jQuery, GitHub, Figma

**Design:** User Experience Design, User Interface Design, Interaction Design, Prototyping, Wireframing, Usability Research, User Testing, Design System, Web Design, Mobile Design, Motion

**Related Courses:** Mobile and Web Design, User Interface and User Experience; Software Engineering

## Experience

**UX/UI Designer | NextSolution LLC, Stockholm, Sweden | October 2021 – present**

- Designed and prototyped complex websites, such as Digital Agency website, e-commerce websites and landing pages.
- Technology: Figma, HTML/CSS

**Web Designer | Independent Web Designer, Kobryn, Belarus | September 2020 – October 2021**

- Designed and prototyped landing pages.
- Technology: Figma

## Projects

**Drum Kit, web application | October 2022 | <https://tinyurl.com/2p96yd7f>**

- Developed a web application which was a part of Software Engineering course. The goal was to learn advanced JavaScript and DOM manipulation. Challenges included using keyboard event listeners to check for key presses, understanding callbacks and how to respond to events.
- Technology: HTML/CSS, JavaScript

**NextSolution, Website | October 2021 – December 2021 | <https://nextsolution.se/>**

- Worked on redesigning existing website. The goal was to attract new clients by making a modern and simple website.
- Technology: Figma, Prototyping, Wireframing, UX/UI

**Habitual, Mobile app | September 2021 | <https://tinyurl.com/5n6wawtm>**

- While learning UX/UI Design I have designed a mobile app Habitual from scratch
- To design this mobile app I went through all the stages that are necessary in every design process, such as: sketching, user flows, sitemaps, wireframes, prototyping, design system to final composition
- Technology: Figma, Prototyping, Wireframing, UX/UI

## **Education**

**Full-stack Web Development Bootcamp | September 2022 – present**  
Udemy, Belarus

**Complete Web and Mobile Designer Course | June 2021 – August 2021**  
Zero to Mastery, Belarus

**Bachelor's degree in Linguistics | September 2016 – June 2021**  
Brest State A.S. Pushkin University  
Department of Foreign Languages