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dribbble.com/deniszakalinsky
(Portfolio)
zakalinsky.com (Personal)
behance.net (Portfolio)

Top Skills

User Experience
Project Management
Business Analysis

Languages

English (Professional Working)

Denis Zakalinsky

Product Owner, Business Analyst, UX Design Strategist

Summary

Intensive experience as Product Owner/Product Manager, UX Designer and Business Analyst.

Skills:

- Project Management
- Developing Product Vision & Strategy
- Project Processes Development
- Business Analysis
- User Experience Design
- User Interface Design
- Strong Front-End & Back-End Development Background

Experience

Proof Network

Product Manager / Business Analyst / Product Designer
December 2016 - Present

- Identifying business and user needs and requirements;
- Business Analysis;
- Requirements elicitation;
- Requirements organization;
- Requirements analysis;
- Translating and simplifying requirements;
- Requirements management and communication;
- Defining product vision & strategy;
- Developing UX-strategy for iOS and Android Apps;
- Built effective solutions for collaborative, successful work environment besides reducing development cost;
- Leading UI/UX implementation;
- Planning and monitoring;
- Defining tasks and goals;
- Leading brainstorm and creative sessions;
- Creating web-, mobile- and touchscreen-interfaces based on a deep understanding of business and user needs, requirements and behaviors;

- Keeping guidelines library updated and structured;
- Conducting user tests;
- Reviewing specifications, wireframes and final releases;
- Conducting an interview with job candidates;

AsthmaMD

Lead UX/UI Designer

July 2016 - Present

We develop the free application allows users to easily and quickly log their asthma activity, their medications, causes of their asthma in the form of a diary. Users may share the diary and a color graph chart of their asthma activities with their physicians to be included in their medical records.

AsthmaMD is the only asthma mobile application awarded with the prestigious UCSF Collaborative Research Network (CRN) grant.

devicepros LLC

Head of UX/UI Department

December 2015 - July 2016 (8 months)

Developing and leading UX and UI design teams.

My responsibilities are:

- developing UX-strategy for wide range of platforms and devices;
 - identifying business and user needs and requirements;
 - defining product vision & strategy;
 - creating web-, desktop-, mobile- and touchscreen-interfaces based on a deep understanding of business and user needs, requirements and behaviors;
 - reviewing specifications, wireframes and final releases;
 - defining tasks and goals;
 - leading brainstorming and creative sessions;
 - keeping UI-guidelines library updated and structured;
 - conducting user tests;
 - conducting an interview with job candidates;
- etc.

WSM Group

UX Design Expert (contractor)

September 2015 - November 2015 (3 months)

Usability analysis, evaluation and testing

Audience Analysis,
UX concept developing
New marketing features implementation, A/B testing

Profitero

Lead UX/UI Designer

June 2014 - August 2015 (1 year 3 months)

Responsibilities:

- Art Direction
- Managing design related work
- Setup Design Process as part of whole development process
- Prepare design guides, library of controls shared through multiple teams
- Define app requirements
- Define Stories and UC's
- Collecting app requirements
- UX Design concept developing
- Prepare storyboards / wireframes
- Developing of Visual Design concepts
- Design responsive layouts
- Developing Presales
- Developing Logos
- Developing UX and Visual Design for mobile applications
- Usability Testing

EPAM Systems

Senior User Experience Designer

April 2013 - May 2014 (1 year 2 months)

Responsibilities:

- Managing design related work
- Setup Design Process as part of whole development process
- Prepare design guides, library of controls shared through multiple teams
- Define app requirements
- Define Stories and UC's
- Collecting app requirements
- UX Design concept developing
- Prepare storyboards / wireframes
- Developing of Visual Design concepts
- Design responsive layouts
- Developing Presales
- Developing Logos

- Developing UX and Visual Design for mobile applications
- Usability Testing
- Business Trips and working onsite

IRR.ru

UX/UI Design & Architecture

2014 - 2014 (1 year)

Contract work

oDesk

Web / Graphic Design

January 2008 - April 2013 (5 years 4 months)

Responsibilities

- Setup Design Process
- Managing design related work
- Design Audit
- UX Design concept developing
- Define requirements and prepare storyboards / wireframes
- Developing of Visual Design concepts
- Usability Testing
- Branding, Logo Development

Intetics

Designer

2010 - March 2013 (3 years 3 months)

ltransition

Designer

January 2010 - October 2010 (10 months)

DotNetPanel

Web / Graphic Design

August 2006 - December 2007 (1 year 5 months)

Warecorp

Web / Graphic Design

July 2005 - May 2006 (11 months)

Createch Group

Designer

2002 - 2004 (3 years)

Education

Belaruski Dzjaržauny Tehnalogièny Universitet

IT · (1998 - 2003)