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| Phone: +38 095.947.19.03  e-mail: [slavcosergi@gmail.com](mailto:slavcosergi@gmail.com)  Skype: slavcosergi  Ukraine | C:\Users\frea2yGranny\Desktop\xl4-w7BjMXg.png  Iaroslav Sergii  UI/UX Designer |

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| Summary of Qualifications | Excellent and skilful at interpreting customer’s vision of project’s requirements and implementing them. Good at handling several tasks or projects simultaneously, the quality of work is not jeopardised even when the developer is under pressing deadlines or workload. Open to innovations and to acquiring new skills. Hard worker, quick learner, and ability to assume responsibility. | |
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| Skills | Programming Languages/ Technologies   * JavaScript * CSS * HTML   Operating Systems   * Microsoft Windows XP/7/8/Linux/Mac OS   Languages   * English * Ukrainian * Polish | VCS   * GIT * SVN   Development Tools   * WebStorm * Sublime Text * Adobe Photoshop * Adobe Fireworks * Axure RP * Balsamiq |
| Experience |  | |
|  | **English Language Teacher** | |
| Project Description: | Teaching English using some special and own methodologies | |
| Customer: | UA Customer | |
| Involvement Duration: | 1 year 6 months | |
| Project Role: | Teacher | |
| Responsibilities: | * Translating books from English to Ukrainian, from English to Russian and vice versa * Special English * Business English * English on-line using Skype | |
| Project Team Size: | 4 | |
|  | **Quality Control Engineer** | |
| Project Description: | Desire to be a part of vibrant and leading organization and create footprints as a Quality Control Engineer, to assist the organizations in all aspects by utilizing all my skills, knowledge, abilities and experience with a balance of hands-on, management and leadership responsibilities | |
| Customer: | SharpMinds BV | |
| Involvement Duration: | 1 year 3 months | |
| Project Role: | QA Engineer | |
| Responsibilities: | * Creating test scripts * Initial Front-end and Back-end testing * Fixing bugs | |
| Project Team Size: | 12 | |
| Tools & Technologies: | WebStrom, Sublime Text, Bootstrap, Gremlins.js | |
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|  | **UI/UX Designer** | |
| Project Description: | Redesigning of all old versions of designs for the customer using some modern technologies | |
| Customer: | SharpMinds BV | |
| Involvement Duration: | 2 years 2 month | |
| Project Role: | Designer | |
| Responsibilities: | * Prototyping * Creating new designs for future layout * Updating designs with new features * Collaborate with clients in determining and documenting their UI/UX requirements * Writing Style Guide | |
| Project Team Size: | 20+ | |
| Tools & Technologies: | Photoshop, Fireworks, Axure RP | |