

K A T E R Y N A G A P A L I A K

e-mail: kategapaliak@gmail.com

Currently, I'm living in Amsterdam.

EMPLOYMENT

Aug 2020 – present

Inoxoft, Remote UI/UX Designer

- Designed digital products according to acceptance criteria, developed style standards, built navigation, communicated solutions' design to the development teams.
Figma

Jul 2020 – Dec 2020

"Hlyna" Workbooks; part-time Author, Designer, Expert

- Established the project vision, developed kids workbooks' design concept and detailed specifications for illustrators, guided the workbook's creative narrative. The workbook "I create a city" (8-10 years) presents the topics and tasks correspondingly to the kids' age and interests and can be used both at weekend schools and at home.
- Designed activities for children that acquaint them with the history, urban planning, architecture, and Ukrainian art.

Nov 2017 – Aug 2020

Maternity leave, part-time freelance UI/UX Designer, Architect

- Interaction design, prototyping, information architecture, visual design (branding, landing pages).
Figma, Sketch, Zeplin, INvision, Webflow, Adobe Suite
- Interior design projects of residential spaces. Worked on planning, designing custom furniture, and choosing the materials. Produced drawings for SD, DD, and CD sets, 3D models, and renders.
AutoCad, Adobe Suite, Blender, 3DMax

May 2017 – Oct 2017

Startup King'sSpeech.AI, UI/UX Designer

- Designed user interface layouts and participated in product development activities (idea generation, idea screening, concept development, presenting materials, diagrams)
Sketch, Zeplin

Aug 2016 – Oct 2016

Startup LaMetrik Time, Designer

- Designed newsletters and social media graphics. Created user interface layouts.
Adobe Suite

Jun 2013 – May 2017

Collaboration with GIZ – Ukraine (Deutsche Gesellschaft für Internationale Zusammenarbeit GmbH), Lviv, Ukraine, Architect

- Worked on documentation on architectural monuments' restoration in the city of Lviv. Managed project implementation processes.
AutoCAD and Adobe Suite.

Oct 2008 - Jul 2017

Archaeological - Architectural Service of the Lviv city, Lviv, Ukraine, Architect

- Conducted comprehensive research of monumental heritage. Developed a program to protect the historical heritage.
- Developed a project on architectural restoration and conservation. Created presentations, generated construction documents, delivered specifications, generated 3D models & renderings, assisted in conceptual design, and communicated with end-users.
AutoCAD, ArchiCAD, Adobe Suite, and Blender.

Oct 2012 - Jul 2015

Memorial Museum of Totalitarian Regimes "Territory of terror", Lviv, Ukraine, part-time Designer

- Designed stationary and mobile exhibition, created conceptual illustrations and brochures, infographics, photo retouching.
Adobe Suite

EDUCATION

Feb 2016 - Apr 2016

Lviv IT School - Basic UI/UX course

Sep 2005 - Dec 2010

National University “Lviv Polytechnic”, Lviv, Ukraine, Master of Architecture, Specialization: Restoration of Architectural Heritage

- Thesis: Research of the typology of architectural elements of Lviv's neo-Gothic architecture.

WORKSHOPS

Mar 2015

“Restoration of historical objects” seminar, Leipzig-Berlin-Dresden, Germany, Architect

Oct 2011

“Revitalization of the historical city”, Zhovkva-Zamost, Ukraine, Poland, Architect

- Developed concept of historic districts' restoration.
AutoCad

Oct 2010

Center for Jewish Art – The Hebrew University of Jerusalem, Architect

- Created dimensional drawings of cultural heritage objects.
AutoCad

Aug 2010

International Expedition for the preservation of monumental stone heritage, Poland

- Assisted in the restoration of memorial stone sculpture.

Jun 2010

International Conference for young researchers.

- Explored current issues in research and conservation of historical fortifications.

Nov 2008

Leica Geosystems, Architect, Lviv, Ukraine

- Processed the results of laser 3D-scanning of houses for the Digital Heritage Project.

SKILLS

Adobe Photoshop

Adobe Illustrator

Figma

Sketch

InVision

AutoCAD

ArchiCAD

3D Max

Blender

Hand-drawings