

### WORK EXPERIENCE

Aug 2020 – present

**UX/UI Designer** / Inoxoft

Worked as a product designer on various tech startups, e-commerce, education, and healthcare projects. My expertise includes:

- Collecting requirements using appropriate user-centered methods;
- Using UX approaches like Customer Journey Map, Personas, etc. to understand better both customers' and users' needs and goals;
- Creating solutions based on these requirements;
- Use Cases, Functional decomposition, Information architecture;
- Developing detailed wireframes and prototypes, visual design and assets preparation for actual development;
- Collaborating with Product Management and engineering counterparts;
- Designing graphics for marketing purposes.

Figma, Google Sheets, Miro

Nov 2017 – Aug 2020

**Part-time UX/UI 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. Produced drawings for SD, DD, and CD sets, 3D models, and renders.

AutoCad, Adobe Suite, Blender, 3DMax

May 2017 – Oct 2017

**UX/UI Designer** / Startup King'sSpeech.AI

Designing user interface layouts and participating in product development activities (idea generation, idea screening, concept development, presenting materials, diagrams)

Sketch, Zeplin

Aug 2016 – Oct 2016

**UX/UI Designer** / Startup LaMetrik Time

Design newsletters and social media graphics, user interface layouts.

Adobe Suite

Jun 2013 – May 2017

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

Architectural drawings from concept to technical phase. Managing project implementation processes - author's supervision.

AutoCAD and Adobe Suite

Oct 2008 - Jul 2017

**Architect** / Archaeological - Architectural Service, Lviv, Ukraine

Conducted comprehensive research of monumental heritage.

Developed a project on architectural restoration and conservation (presentations, construction documents, specifications, 3D models & renderings). Participated in conceptual design, communicate with clients, stakeholders, and end-users.

AutoCAD, ArchiCAD, Adobe Suite, Blender, 3D Max

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📍 Amsterdam, Netherlands

### EDUCATION

Feb 2016 - Apr 2016

**Basic UI/UX course**  
Lviv IT School

Sep 2005 - Dec 2010

**Master Degree in Architecture**  
National University  
“Lviv Polytechnic”, Ukraine

### SKILLS

Graphic Design

Design Thinking

Information Architecture

Wireframing

User Flow

Interactive Prototyping

Native Apps

### TOOLS

Adobe Photoshop

Adobe Illustrator

Figma

Sketch

InVision

AutoCAD

ArchiCAD

3D Max

Blender

Hand-drawings