



# Mikhailov Alexey

Male, 34 years old, born on 7 July 1986

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alex.mikhailov@yahoo.com — preferred means of communication

Reside in: Moscow

Citizenship: Russia, work permit at: Russia

Not ready to relocate, ready for rare business trips

## Desired position and salary

### UX/UI Designer, Scrum Product Owner

Marketing, Advertising, PR

- Designer
- Product Manager

Employment: project work, part time, full time

Work schedule: remote working

Desired travel time to work: any

## Work experience — 10 years 3 months

August 2018 —  
September 2019  
1 year 2 months

### BetO

#### UX/UI designer, SCRUM product owner

UX/UI Design of Web, iOS, Android, PWA applications, and game interfaces. Managing a team of developers, testers, etc. Implementation of Agile and Scrum methodologies. Conducting hackathons and presentations for stakeholders. Conducting usability testing.

February 2012 —  
August 2018  
6 years 7 months

### MCT

Moscow, mstlab24.ru/

#### UX/UI designer, SCRUM product owner

UX/UI Design of the SaaS. Managing the development team. SCRUM Product Owner.

July 2006 —  
January 2009  
2 years 7 months

### 1C

#### Designer-illustrator

Design and illustrating the computer game interface elements.

## Education

### Higher

2014

#### Sholokhov Moscow State University for Humanities

Master of Visual Arts

2012

#### Stanford University

Human Computer Interaction online course, UX

2005

#### Tomsk State University of Architecture and Building

Architect

## Professional development, courses

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2017	<b>Professional Scrum Product Owner at Unusual Concepts (Scrum.org)</b> Unusual Concepts, Professional Scrum Product Owner
2012	<b>Human-Computer Interaction</b> Stanford University
2012	<b>Design: Creation of Artifacts in Society</b> University of Pennsylvania

## Tests, examinations

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2017	<b>Scrum.org</b> Scrum.org, Professional Scrum Product Owner
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## Electronic certificates

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2017	Professional Scrum Product Owner
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## Key skills

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Languages	Russian — Native English — C1 — Advanced
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Skills	Scrum, Lean and Agile methodology    UX web and mobile analytics Sketch, Figma, Zeplin, Adobe
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## Further information

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About me	500+ apps screens carefully designed. I have several years experience of creating and managing IT projects — mobile games, mobile applications, internet marketplaces, cloud services. High level of communication skills, ability to work as part of a team, advanced level speaking and writing english.
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### Key skills:

- Scrum, Lean and Agile methodology;
- UX web and mobile analytics;
- Sketch, Figma, Zeplin, Adobe;
- Expert in marketplace prototype and design;
- Return on Investment (ROI) Calculation;
- MVP planning and prototyping;
- Determining product value using Impact Mapping;
- Product Backlog management;
- Business model canvas adjustments;
- Android Material Design, iOS guidelines;
- Advanced English level.