

Luka Kolesnykova

JUNIOR UI/UX DESIGNER

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Looking for paid employment to build on recent paid internship work experience and completion of Marketing Communications degree. Genuine interest in developing skills and a willingness to learn, such as self-teaching HTML/CSS coding languages to code my own portfolio site. Passionate about technology, for example self-hosting a Linux media server and building my personal home computer to allow me to carry out a greater variety of creative work. Immediately available for work.

SKILLS

- Highly competent with creative technologies (Figma, Illustrator, Photoshop, Premiere Pro)
- Attention to detail
- Creative, divergent thinking
- Organisational & time management skills
- Team working & collaboration skills
- Able to work flexibly and manage multiple priorities, including working to deadlines
- Fluent in English and Russian languages

EXPERIENCE

System UX and Design Specialist

 flowmoco

 Aug 2024 – Jan 2025

- A unique opportunity of an initial 30 hour paid internship at flowmoco, extended to a total of 60 hours.
- Focused on providing in-house creative and design support to their developers for their existing clients. flowmoco typically outsources creative design work, so my role was a new addition to the team.
- Took place during my final year of my degree (this internship was not part of my course). Successfully managed my time in order to fulfill the responsibilities of the internship alongside the demands of my degree work.
- Hybrid work: I attended the flowmoco office once a week and continued work at home.
- Collaborated with the in-house development team: presented work in person and then integrated feedback. Reported progress during weekly online stand-ups.
- Worked within their existing agile workflow (through Jira) which let me see how my and the wider team's responsibilities & tasks linked together
- Independently designed website and app updates against 3 client design briefs, designing wireframes to developer-ready prototypes in Figma.

1. Redesigned flowmoco's site in a week-long sprint for showcasing to future clients

There was an urgent need to refresh the flowmoco site due to an impending corporate event. Rather than them outsourcing this work, I was able to quickly respond to the need as I was within their team. I designed the wireframe, layout design and visual design then presented prototypes. I met directly with Kevin Bath (Founding Director) for constant feedback throughout the process. My design went live on time prior to the event.

2. Conceptualised a new "weather view" feature for the MyCoast app

MyCoast provides up to date information about coastal conditions in Cornwall. My role was creating a prototype building upon the existing design to add a new feature that would provide beach-specific weather information. Worked with the dev team to understand the existing API they were using (Meteomatics) to choose up-to-date and relevant weather information.

3. Full UI/UX revamp of the long-running KNEEguru medical specialist website

KNEEguru is a site dedicated to helping people understand about and recover from knee injuries. The previous site was visually dated and confusing to navigate. This project included a deep-dive into the existing navigation of the website, a redesign of the userflow of the website and updating the visuals from scratch. The client had clearly communicated requirements around maintaining the existing website content & URL links so I had to work within those limitations.

EDUCATION

BA(Hons) Marketing Communications



2024 – 2025

2024-2025: Advanced Campaign Creation, Final Major Project, Entrepreneurial Practice, Marketing Portfolio, Start-Up Project

2023-2024: Media Lab, Campaign Creation, Brand Creation, Work Placement Research

2022-2023: Copywriting, Design and Art Direction, Creative Problem Solving, Professional Practice, Adland (History of Advertising), Strategy & Planning

Notable projects:

- Dark Skies App (Start-Up Project): Small team project (5 people) to come up with and develop an idea into a small business. We designed an app which would help people find their closest dark sky area. Given a small 'start up fund' that we had to manage. Conducted surveys, interviews & focus group with existing stargazers as well as market research through A/B testing via Instagram.
- St Austell Print Company (Advanced Campaign Creation): Pair work, creating a campaign promoting their sustainable & eco-friendly print services to a young, local professional audience. Visited client & print location in person. Final idea centered on a guerrilla gardening campaign partnering with Cornish Wildlife Trust.
- giffgaff (Campaign Creation): Individual work on D&AD New Blood brief for a campaign to promote marketing giffgaff's refurbished phones to a Gen Z audience.
- Falmouth Food Co-Op (Copywriting): Individual work for a small local business. Client expressed their users having issues with their ordering system, so I created a prototype using Figma for an app to streamline the process. Met with client outside of uni, they expressed interest in developing this idea further if they were given further funding.
- Innocent (Copywriting): Experimental brief, self-taught Lens Studio to create a functional AR Snapchat filter promoting Innocent smoothies.

UAL Level 3 Extended Diploma, Creative Media Production & Technology



2020 – 2022

Initially looking at a wide variety of creative media methods and tools (e.g. photography, Premiere Pro, Blender, After Effects), then working towards a final year project using our chosen area of expertise. Notable work included a short animated music video using Clip Studio Paint and Adobe Premiere Pro and worked with Wye Valley NHS Trust to create a video for a recruitment drive using Adobe Illustrator and Adobe After Effects.

10 GCSEs – all GRADE 7 and above



2015 – 2020

Art & Design (9), Combined Science (9&8), Creative iMedia (D2), English Language (8), Geography (7), Mathematics (7), English Literature (7), French (7), R.E. Short Course (7)