

Marianna Ekzemliarova, UX Designer

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EXPERIENCE

Eternity UX Designer (Contractor) Sep 2015 – Feb 2017 Chur, Switzerland
Tool Eternity LEA for Electric Utilities and Solar Power Installers.

- Built iterative user experience process that allowed to consider more design solutions and deliver rapidly;
- Developed code-based Pattern and Elements library for template reuse and transparent design updates;
- Architected new interface that improved navigation and allowed new features implementation;
- Developed onboarding experiences that helped familiarize users with the renewable energy solutions.

JSC Radio Monitoring Tech UX Designer Jan 2015 - Aug 2015 St. Petersburg, Russia
Led user experience on several software products for federal security radio monitoring. Desktop (Windows, Linux) and mobile (Windows phone, Android) based projects.

- Built iterative and transparent design process in switched priorities environment with limited tools;
- Established company's user experience department and motivated to knowledge sharing inside the team;
- Adapted Windows-forms/WPF interfaces according to Microsoft Design Language guidelines.

JetBrains UX Designer Aug 2014 – Nov 2014 St. Petersburg, Russia
TeamCity continuous integration server.

- Introduced the team to the design process;
- Developed code-based guidelines that created project's brand;
- Adapted interface according to other projects to uniform company's brand;
- Collaborated with different team members in order to meet marketing and business needs.

NKS UX Designer Jan 2014 - Aug 2014 St. Petersburg, Russia
UI design for the musical news website and mobile application.

Wargaming 3D Artist Aug 2013 - Jan 2014 St. Petersburg, Russia
World of Warships free-to-play video game. Developed historical based 3D models of World War II naval ships.

EDUCATION

Saint Petersburg State Polytechnic University 2013 St. Petersburg, Russia
Bachelor of Science in Applied Computer Science, Information Design specialization, In-Major GPA: 3.5
Coursework: Interface for Network Access to a 3D Printing Peripheral Device.

LEADERSHIP

NASA's Space Apps Challenge (Personal project, 2014)

- Hosted one of the world's largest hackathons in St. Petersburg, Russia: Built a volunteering team, prepared workspaces, launched marketing campaign. Attracted JetBrains investments. One global award finalist;

Sandbox Game Development School (Personal project, 2013)

Klutch Tech-Hub Educational Events (Personal project, 2013)

Blues-Rock Band. Wrote drum-portion and performed more than 25 times a year.