




# Momchil Kutev

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## About Me

Through the perspective of human-centered design, I enjoy creating enjoyable and effective digital experiences by considering the user at every step of the development process. I value keeping things simple, taking risks, and being able to communicate a guiding vision. Additionally, I'm experienced and interested in web development and graphic design. I also like cars, counter-strike, and sketching with my eyes closed. After just completing my undergraduate degree, I am currently pursuing full or part-time opportunities as a User Experience Designer.

## Education

BSc, Interactive Arts and Technology, Simon Fraser University, Vancouver BC.

## Technical Skills

**Web Development** HTML, CSS, JavaScript, jQuery, Dreamweaver; **UI & Graphic Design** Adobe Illustrator, Photoshop, XD, Sketch, Protocie, Figma; **Programming** Java, C, C++, PHP, Processing, Android Development, git; **Data Analysis & Visualization** MySQL, d3.js, p5.js, Excel, Tableau; **3D Modeling** SketchUp, SolidWorks, CAD,

## Work Experience

CANADIAN TIRE

### UX Research & Analysis, Coop

Jan - May 2018

Designed and implemented web content using HTML, Ccss, and JavaScript for Canadian Tire's new online corporate university. Delivered targeted email campaigns guided by insights gained from analysis of Google Analytics data. Worked with third-party businesses to test and develop new marketing solutions.

SERVICE CANADA

### Project Officer, Coop

May - Sep 2017

Redesigned and maintained multiple web pages containing resources for new student hires. Conducted user interviews to inform and confirm the efficacy and accessibility of my redesigns. In my spare time, I also volunteered to design and develop a website for a new project within a separate department.

JKA inc.

### 3D Modeling and Rendering, Freelance

Jul - Sep 2016

Created a high-fidelity 3D SketchUp model of a residential construction project by carefully interpreting official architectural drawings and floor plans. Using the 3D model, I created realistic renders that would communicate the feel of the property by taking on-location photos and working them into the final renders.