

# Nicolás Demianiw

## UI Designer / Front-end Developer

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I strive to build accessible interfaces that work well, look great, and are loved by users. I do this by bridging between design and development, coding interfaces, and cross-browser testing. Thanks to my background as a UX / UI Designer, I'm able to combine my strong eye for detail with my technical knowledge to develop with a user-focused mind.

## EXPERIENCE

### FREELANCE

Remote

#### UI Designer / Front-end Developer

March 2022 - Now

- Design and build websites and UIs by creating a strong identity, helping clients reach their audiences and increasing brand awareness.

### READYTECH

Nieuwegein, The Netherlands

International company which offers training solutions, including virtual labs and virtual classrooms, to +7,500 instructors worldwide.

#### UX / UI Designer

March 2018 - March 2019 // March 2020 - March 2022

- Created a calendar feature, allowing administrators to find and fill in the gaps in their training schedules, achieving a more efficient use of resources.
- Redesigned the Virtual Classroom's UI by simplifying user flows, reorganising sections and elements, producing a lighter, simpler and more modern interface that improved user experience.
- Conceived a fresh new 150+ icon set, sharpening the UI and creating a friendlier look and feel which resonated with our target audience.
- Took a proactive role in identifying and solving consistency issues across 3 different products, as well as proposing improvements, achieving a more unified experience that transformed outdated interfaces into nicer and more modern ones.

### GAP YEAR

Asia

April 2017 - December 2017

I stepped out of my comfort zone and I fulfilled my life-long dream of traveling through Asia for over six months.

### WORMHOLE

Buenos Aires, Argentina

SaaS company which provides a simple and powerful Learning Management System to +1,500 customers in +10 countries.

#### UX / UI Designer

January 2016 - April 2017

- Designed and implemented, with HTML and CSS (LESS), two of my largest projects: a video-chat functionality and a mobile-friendly version of the campus platform, collaborating closely with two developers to ensure a UI bug-free experience, enhancing the training and learning experience of thousands of users across South America.

#### Graphic Designer / Web Designer

January 2015 - January 2016

- Set up, maintained and expanded Wormhole's visual design system for offline and online communications, producing a strong and unique brand experience that was particularly loved by the sales team when needing merchandising.
- Designed, maintained and updated the company's website and newsletter to communicate exciting new features.
- Established, alongside a SEO/SEM specialist, a constant workflow of A / B testing for case-specific ads and their respective landing pages, bringing a steady increase of lead generation for the following six months.
- Conceptualized and created ads and illustrations, increasing the company's social media presence.

## EDUCATION

- Modern JavaScript, Udemy, Online.

2020

- Bachelor's in Graphic Design, University of Buenos Aires, Argentina.

2007 - 2015

## LANGUAGES & TECHNOLOGIES

- HTML (Semantics, SEO, Accessibility), CSS (BEM), SASS & LESS, JavaScript (ES6+).
- Bootstrap, Wordpress, Git & Github, command line, npm.
- Adobe Creative Suite, Affinity Software, Figma, InVision.
- English (fluent), Dutch (A2, currently learning), Spanish (native), Portuguese (fluent).

## INTERESTS

- I love cooking, and bake my own pizza and bread. I practice mindfulness meditation and subscribe to more newsletters than I should.