

LEVON KOSTANDYAN
Senior User Experience Designer

Core Responsibilities

Analyze business and client needs as well as prospective design options with care.

Communicate and present my design decisions to PMs, Dev Team, Lead Designers and Stakeholders

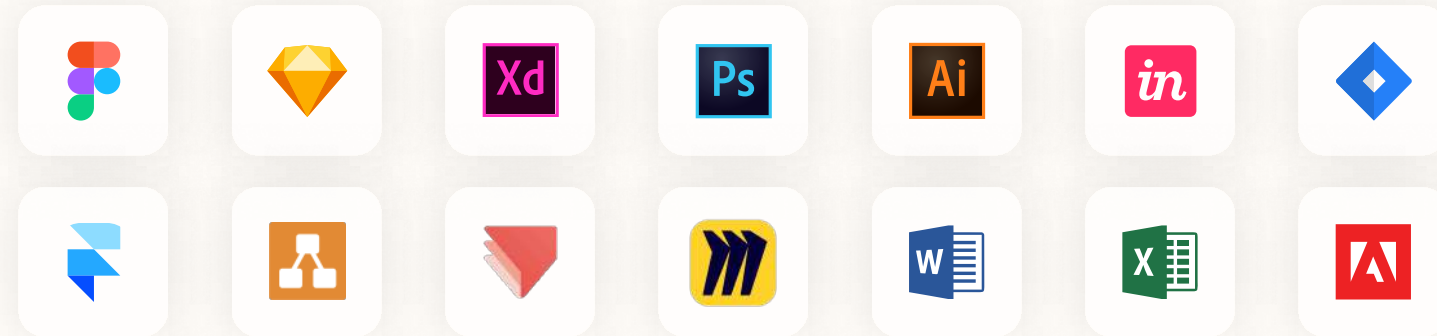
Create and present design approaches and solutions that engage a broad audience with the user story and bring them together around a shared goal.

Collaborating directly with technologists to ascertain platform capabilities, come up with innovative technology solutions, and offer sound development advice.

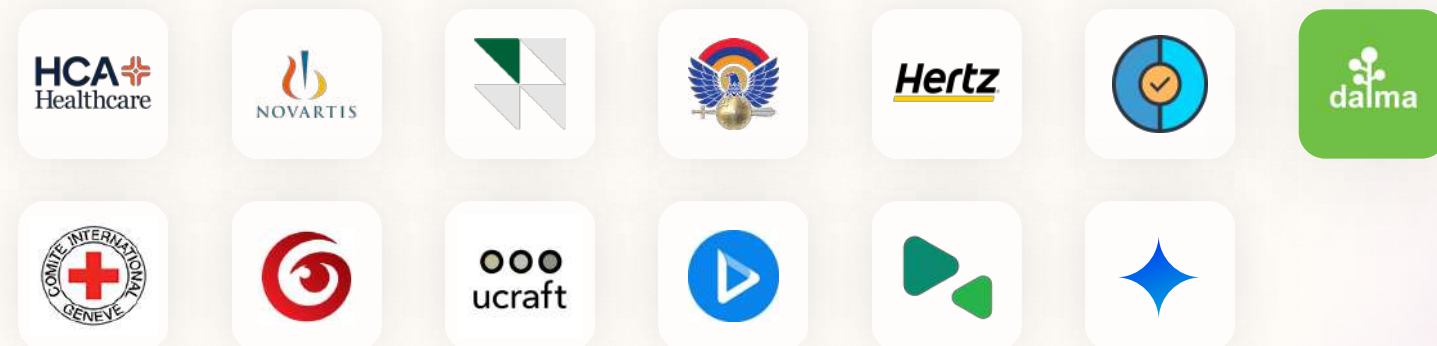
Artifacts

CJM, Value Proposition Canvas, User Personas, Information Architecture, High Fidelity Prototypes, Brand Guidelines, UI kits, Design Systems, Site Maps, Wireframes, User Flows, Functional Specifications

Tools



Clients



10+

Years in Design

B2B, E-commerce, Finance, Life-Science, Medical-Science, G2B
Artificial Intelligence, Inner Information Systems, Landing Pages iOS & Android Apps

Work Experience

Lead UX Designer (2023)

ISAA (Information Systems Agency of Armenia)

- Product-oriented design approach
- Conceptualizing website design ideas for simplicity and user friendliness to complex roadblocks.
- Created “Henaket” Design system for Government websites
- Experience with user testing
- Experience with Card sorting
- Accessibility audit
- Website UX audit and scoring.

UX Designer (2021)

EPAM Systems

- Working with digital graphical design tools including Adobe Photoshop and Illustrator
- Developing design concept for clients
- Mentoring and guiding designers team
- Worked development team to ensure technical feasibility and correct design implementation
- Responsible for the design of client websites right from conceptualization stage to its implementation
- Participating in brainstormings
- Creating apps for iOS
- Strong knowledge of UX/UI
- Basic knowledge of CSS/HTML

Lead Product Designer (2020)

Arct.X

Design Team Lead (2019)

Smartclick.ai

Senior Product Designer (2018)

Gamevision / Intertech

Senior Product Designer (2018)

Ucraft

Senior UI/UX Designer (2017)

SFL LLC

Art Director (2017)

Arattauna

UI/UX Designer (2016)

Renderforest

Web Designer (2014)

Zoom Graphics

Project Designer (2013)

Tumo Creative Technologies

Skills

Research

Workshop Facilitation | Stakeholder

Engagement | Ethnographic Studies

Participatory | Design One-on-one Interviews

| Questionnaires & Surveys Competitive

Analysis Heuristic Evaluation Usability Testing

Strategy

Journey Mapping Feature | Prioritization Agile

and Lean UX | Design Thinking

Design

Information Architecture | User Flows | Site

Maps Personas & Empathy Maps | Wireframes

& Prototypes | Interaction Design | Design

System Support/Creation