



# OLGA STEFANOVICH

UX/UI designer

## CONTACT

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**portfolio:**

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**Github:**

<https://github.com/olyaskachkov/portfolio-site-Olya-Skachkov>

## EDUCATION

### UX/UI design immersion, Careerfoundry

February, 2020 - February 2021

1,000+ hours of course study to design 2 apps  
from start to finish.

Specialized in web development

## ABOUT ME

A growth-oriented designer that's fluent in Russian with a music and visual arts background who is a storyteller with a strong work ethic.

Experienced in collaborative work, conducting interviews, problem solving on the go, as well as taking a design from the beginning research stages all the way through to a high-fidelity working prototype. Also experienced in building fully functional websites from scratch. Passionate about solving real problems, putting users first and helping people find meaning in their lives and learning new skills whenever possible.

## PROJECTS

### Roofing Innovations

Dec. 2021 - present

- responsible for creating the company's logo, branding, and designing their website to be as intuitive as possible for the user, make it as easy as possible for a user to get an estimate and a roof, and stand out amongst the other competitors
- used user-centered design, competitive analysis, user research, and user personas and as per request of the customer, used a blank Wix template to make the site

### Olive

Mar. 2021 - Dec. 2021

- responsible for the end-to-end design of a mental health app geared towards creating a new kind of a mental health app to help make the world at least a little bit healthier, and happier.
- successfully used user-centered and iterative design strategies to deliver a beautiful, high fidelity prototype that met user needs, made the app's logo using Illustrator, conducted lots of user research, made user personas, information architecture, and completed the final prototype with Adobe XD

### Studyopolis

Feb. 2021 - Mar. 2021

- responsible for the end-to-end design of a flashcard vocab learning app geared towards revolutionizing the way that people learn.
- Successfully used user-centered design practices to deliver an intuitive app that met users' needs every step of the way, and conducted a competitive analysis, created proto personas, information architecture, and created wireframes and a functional prototype using pen and paper

## SKILLS

- always putting the user first with the mindset of making their life at least a little bit better
- creating low-high fidelity wireframes and prototypes
- end-to-end design
- user and task flows
- usability and preference testing
- mobile first design
- user research
- front end development knowledge of CSS, HTML, and Java
- user personas
- information architecture
- strong presentation skills

## TOOLS

- Adobe Illustrator
- Adobe XD
- Figma