

UX SKILLS

- Participatory Design Method
- Rapid Prototyping
- Wire-framing
- Storyboarding
- Contextual Inquiry
- Interviewing
- Survey design
- User Acceptance Testing
- Usability Evaluation Testing

PROGRAM SKILLS

- Adobe
- HTML
- Sketch
- CSS
- Illustrator
- Python
- Adobe XD
- InVision
- InDesign
- Balsamiq

AWARDS

May 2017 Dean's List at University of Illinois

Engineering Council Jan. 2017 member of the month

Aug. 2016 Foreign Language Area Studies Fellow

EXTRACURRICULARS

- Officer, Student Organization for Computer-Human Interaction
- Mentor, Design for America
- Design Director, Engineering Council at University Of Illinois
- Psi Chi, Psychology Honor Society

VLADIMIR POTIYEVSKIY

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EDUCATION

University of Michigan - Ann Arbor, Michigan Apr. 2019 School of Information GPA: 3.92

- Master of Science in Information
- Concentration in Human-Computer Interaction

University of Illinois - Urbana-Champaign, Illinois

Bachelor of Science in Psychology

WORK EXPERIENCE

IT Business Analyst Intern - Chicago, Illinois Aon Service Corp.

Jun. 2016 - Aug. 2016

May 2017 GPA: 3.19

- Developed a standard process for User Acceptance Testing by interviewing and researching on past methods in order to increase efficiency
- Designed a job dashboard on a new initiative to improve efficiency and productivity
- Using Photoshop, described specific design differences between Automotive ID cards for improvement

Assistant Team Leader - Urbana-Champaign, Illinois Sep. 2014 - Mar. 2017 Division of Public Safety at University of Illinois

- Delegated tasks through nightly briefings for other employees to complete
- Documented accurate requirements and detailed reports following incidents that occurred daily

UX DESIGN PROJECTS

UX Designer - Ann Arbor, Michigan Quick Up - vladimirdesigns.me/quickup.html

Sep. 2017 - Dec 2017

- Initialized and Designed an application that allows students to find and play pick up games based on their availability and skill level
- Surveyed and researched physical activity in college students in order to come up with a technical solution to promote exercise
- Used pencil and paper for initial rapid prototyping before moving onto using Sketch
- Utilized a participatory design approach in order to keep my users at the forefront of all my design decisions.

UX Consultant - Ann Arbor, Michigan Y.D.C.V. - vladimirdesigns.me/ydcv.html

Sep. 2017 - Dec. 2017

- Conducted 3 contextual inquiries at the client's site which lead to discovery of 5 key problems in the client's communication with patrons
- Proposed 6 different solutions from the findings in order to solve key problems

UX Designer - Urbana-Champaign, Illinois Jan. 2017 - May 2017 Precipi-Station - vladimirdesigns.me/precipistation.html

- Facilitated a team in researching, prototyping and testing a smart umbrella stand and the accompanied mobile application
- Designed the UI and overall flow of the mobile application Using Experience Design and InVision
- Ran all user tests and gathered feedback of the umbrella stand and mobile application