Sergei Grigorev

UI/UX Designer

Contact

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UX Skills

Field research
Wireframing
Prototyping
Interactive prototyping
Information architecture
Usability analysis
Medical usability (IEC 62366)
UI requirements development

Design Skills

Vector graphics
Conceptual development
Icon design
Interface design
Visual design
Animation

Technical Skills

Sketch
Figma
InVision
Axure RP
Microsoft Visual Studio

Profile

Munich-based experienced UI/UX designer specializing in complex professional user interfaces. My goal is to make sophisticated things simple, safe, and seamless so that users are happy and do their jobs more efficiently.

Education

Certificate in User Experience Design ***2021 – now***

CareerFoundry, Munich, Germany

More than 600 hours of a project-based intensive training program. The course is three-quarters completed for now.

Master's degree of Electrical Engineering ***1995***

Electrotechnical University "LETI", Department of Bioengineering Systems, Saint-Petersburg, Russia

Experience

C# programmer, UI/UX designer ***2017 – 2022***

Sergei Grigorev Softwareentwicklung, Munich, Germany

Supporting and developing healthcare applications, redesigning, and creating the user interface.

Systems Analyst, UI/UX designer ***2013 – 2016***

NIPK Electron, Saint-Petersburg, Russia

Requirements management, conceptual development of the X-Ray devices user interface, Field Research, CE Usability certification.

C# programmer, Systems Analyst, UI/UX designer ***2006 – 2013***

Mitsar Co. Ltd., Saint-Petersburg, Russia

Creating desktop applications for the acquisition and analysis of medical data. Developing user requirements and design guidelines.

Case Studies

Freelance, 2021

Creating a set of SVG vector icons for a desktop application in C#.

The client application should also work on legacy computers with low-resolution displays and modern computers that support 4K or higher resolutions. The difference in screen resolution is too big to use the same icons without loss of quality. A set of vector icons was drawn and rasterized by the application itself, depending on the resolution of the screen. Pixel-perfect icons for the lowest resolution were drawn manually.

Electron, 2016

Development of a user interface for a mobile C-arm type X-ray surgical unit.

The existing design of a promising mobile X-ray surgical device often confounded users. After a series of field studies in operating rooms and surgeons' interviews, the interface was redesigned based on the scenarios and personas identified. Together with a graphic designer, a detailed prototype of the new interface was created, taking into account developer feasibility and conforming to existing international standards for such devices.

Electron, 2015

Development and testing of a warning system for an X-ray unit for interventional surgery in accordance with IEC safety standards.

X-ray machines are considered to be high-risk health devices. Personnel working with them need to be aware of the current parameters and mode of operation of the device. A warning system should be activated in case of emergencies and health hazards. The challenge in the design was to avoid interference with warning signals from other devices and to make it noticeable, but not annoying.

Mitsar, 2009

Creating a concept of a new application for working with encephalographs.

The old software was developed based on scientists' needs. Using this application for routine procedures in diagnostic centers required increased training time for the staff. Numerous field studies and interviews were conducted. As a result, the new application was divided into two separate ones with a common code base – one for junior medical personnel, allowing convenient EEG taking, with a minimum of controls, and the other for doctors and scientists with an extended set for analysis.