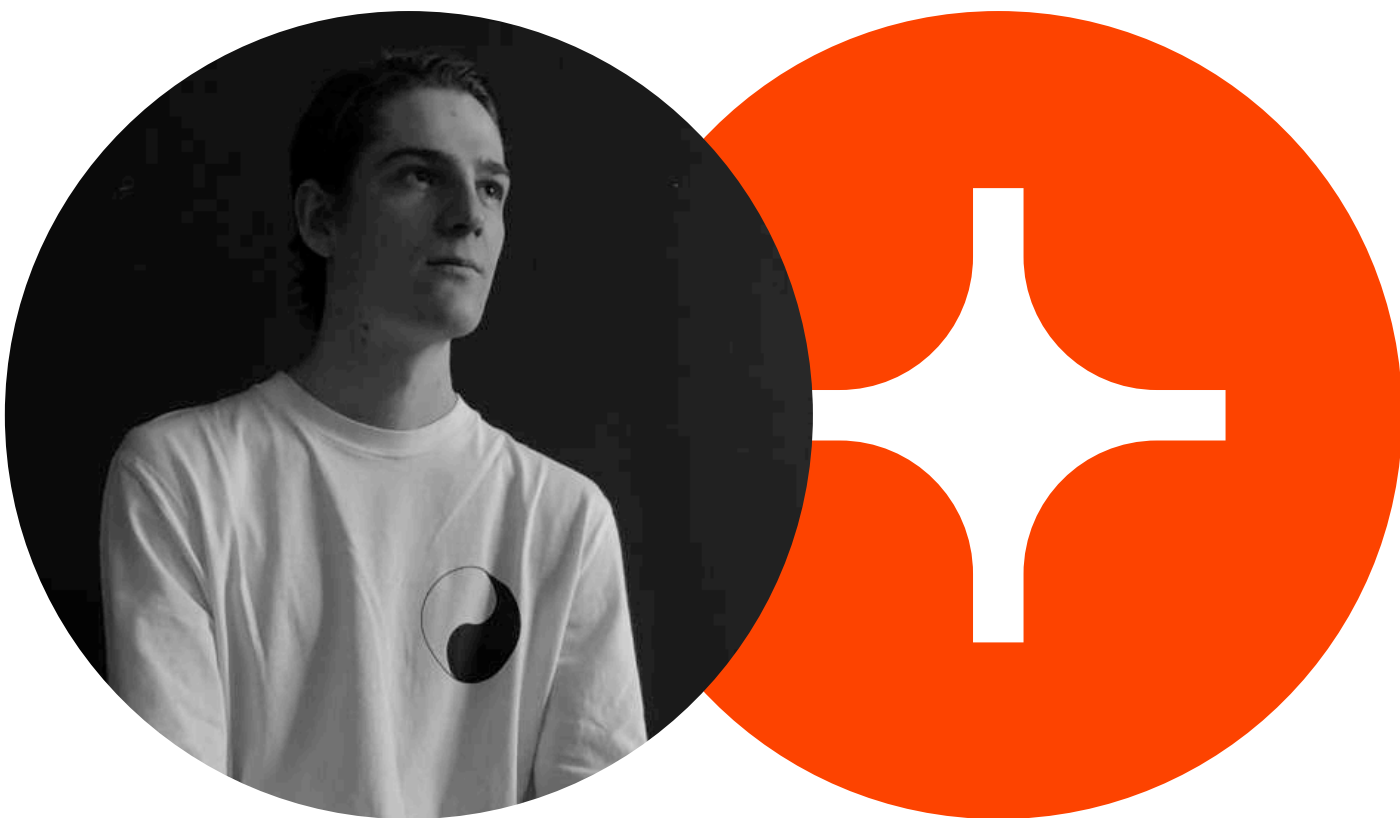


A digital designer experienced in creating visually strong interfaces, websites and design systems. Based in Saint Petersburg, Russia, I'm open to remote jobs and freelance projects.



Experience

Habitant (ex Tribal Spain) — Designer, Advisor	2019 — Present https://habitant.es/
Great Simple Studio — Partner, Lead Designer, Art Director	2015 — 2019 https://greatsimple.io/
Freelance — Graphic Designer, Web Designer	2012 — 2015
Harm's (Clothing Brand) — Designer, Co-founder	2012 — 2015

Contact

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[be.net/taragraphy](https://www.behance.net/taragraphy)
[dribbble.com/taragraphy](https://www.dribbble.com/taragraphy)
angel.co/taragraphy

Achievements & Skills

Achievements

At Great Simple Studio, I was developing UI kits and design systems driven by the idea of helping designers achieve better results faster. These products are used by companies such as [Ideo](#), [Mastercard](#), [Unicef](#), [Salesforce](#), etc, they were featured on Product Hunt multiple times and gained [over 10,000 upvotes](#) in total. Our works were mentioned by such companies as Invision, Marvel, Adobe, etc.

Some of the projects I worked on were featured in curated galleries, such as Behance Interaction, Readymag Explore, Landbook, thegallery.io, Awwwards Magazine

Skills

UI/UX, Product design, Art direction

Tools:
Sketch, Figma, Adobe Photoshop, Illustrator, XD, Webflow, Readymag, HTML/CSS (beginner level)

Hosted Workshops & Talks

Series of workshops on systematic design approach, March 2019
tools and ways to achieve better design results.
— Habitant, Madrid

Conference speech “Design for Designers” June 2018
— Experience Fighters, Madrid Watch: <https://bit.ly/2v647Ri>

Workshop ”How to create a design system in Sketch” June 2018
— Experience Week, Madrid

Workshop ”How to create a design system in Sketch” May 2018
— Saint Petersburg, self-initiate

My Approach

My goal is not only to create interfaces but to improve the look, UX, and entire design workflow by working closely with the business and its teams, providing high results based on a systematic approach, empathy and high attention to visual design.

Systematic Approach

I believe good design is a point between creative chaos and logically-organized order. My workflow is based on organizing an idea into well-working microsystem, where every element, concept or a pattern is logically connected with each other.

With rich experience in working on component architecture behind products and UX tools, I'm able to improve, maintain or design from scratch even complex product ecosystems.

Vibrant Visual Design

It's no doubt that form follows function. But delivering a message, emotion, expression – is also a function, isn't it? That's why, keeping in mind usability-first and pattern-based design principles, I'm always trying to push the boundaries to create something meaningful, useful and handy.

For me typography is the first and most important component for a succesfull design project. I always pay major attention to how type helps a product deliver a message, be clear for user and express brand values.

Empathy

Behind every product, idea or brand is a human being.

Projects

Habitant

2019

habitant.es

Right now I’m collaborating with cool guys from Habitant (ex Tribal Spain). While working on their ongoing projects as a UX/UI designer, I develop an internal design methodology and series of resources that will be suitable for different creatives in Habitant. I hosted series of workshops with the team to present the methodology, get feedback and collaborate on future iterations.

In projects like this, my goal is to help design teams find their own new way of working and create an ecosystem of reusable assets to boost up the workflow and cross-team communication.

Role:
Designer, Art director

Starters

Plugins

Libraries

Typography

Grid

Object Styles

Type Scale

Common Pairings

Grid Units

Modules

Paddings, Margins

Common Size Values

Horizontal Grid Variations

General

Button Style

Input Style

List Item Style

Scrims

Shadows

Corner Radius

HABITANT UI STARTER KIT > STYLES

Colors

Accents – Solid Color

ACCENTS

ACCENTS – Solid Darker Colors + Lighter with Opacity

Systematic UI Design Methodology

Habitant Workshop — March 2019

4 Components

3 Object Styles

2 Layout

1 Global Styles

0

Button Styles

Input Styles

Surfaces

List Item Styles

Layout Types

Responsive Behavior

Paddings, Margins

Text Style Pairings

Scrims

Guides (Horizontal)

Grid

Text Styles

Unit

Font

Projects

iOS Design Kit

2018 – 2019

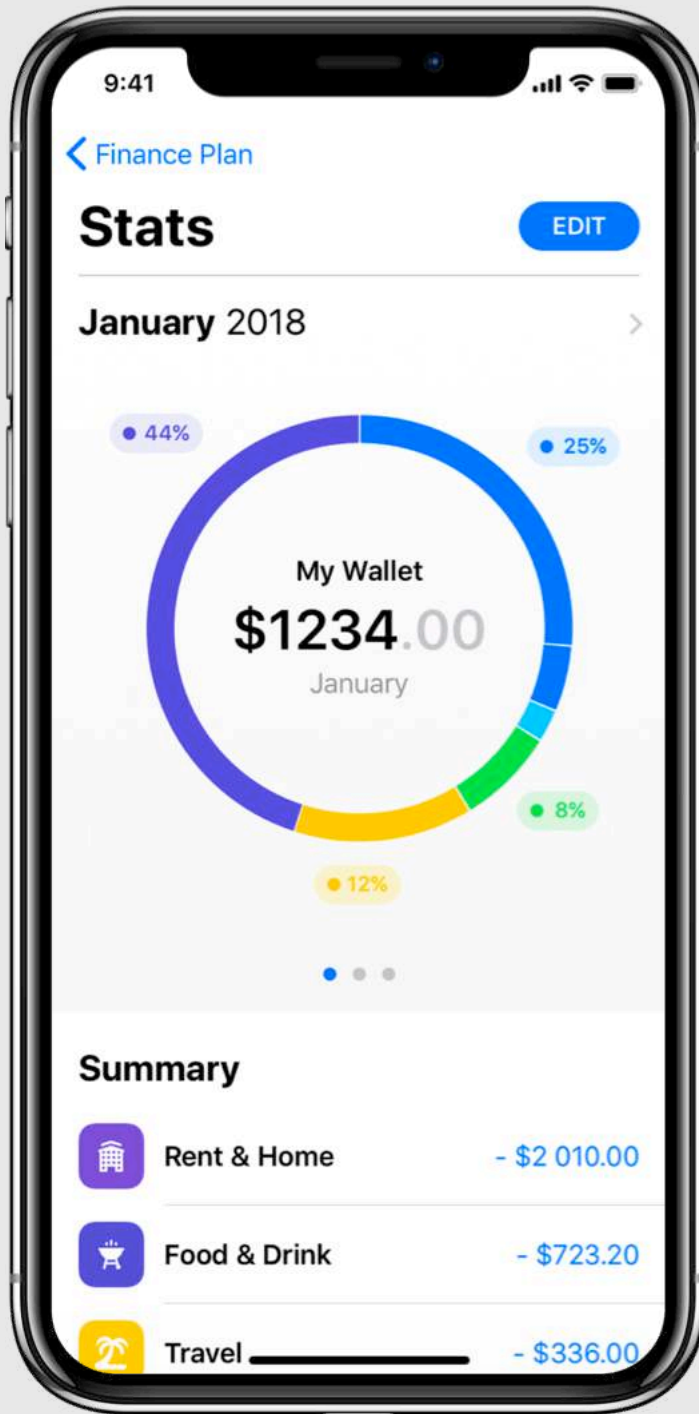
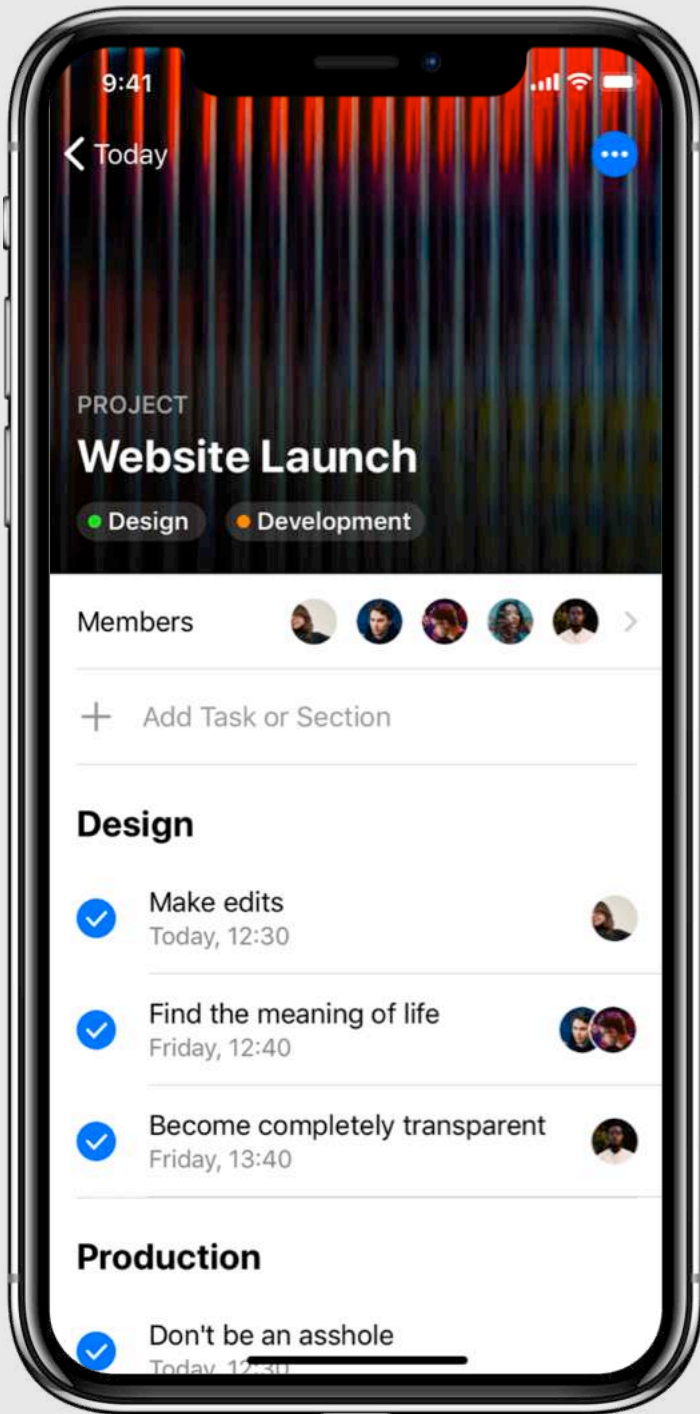
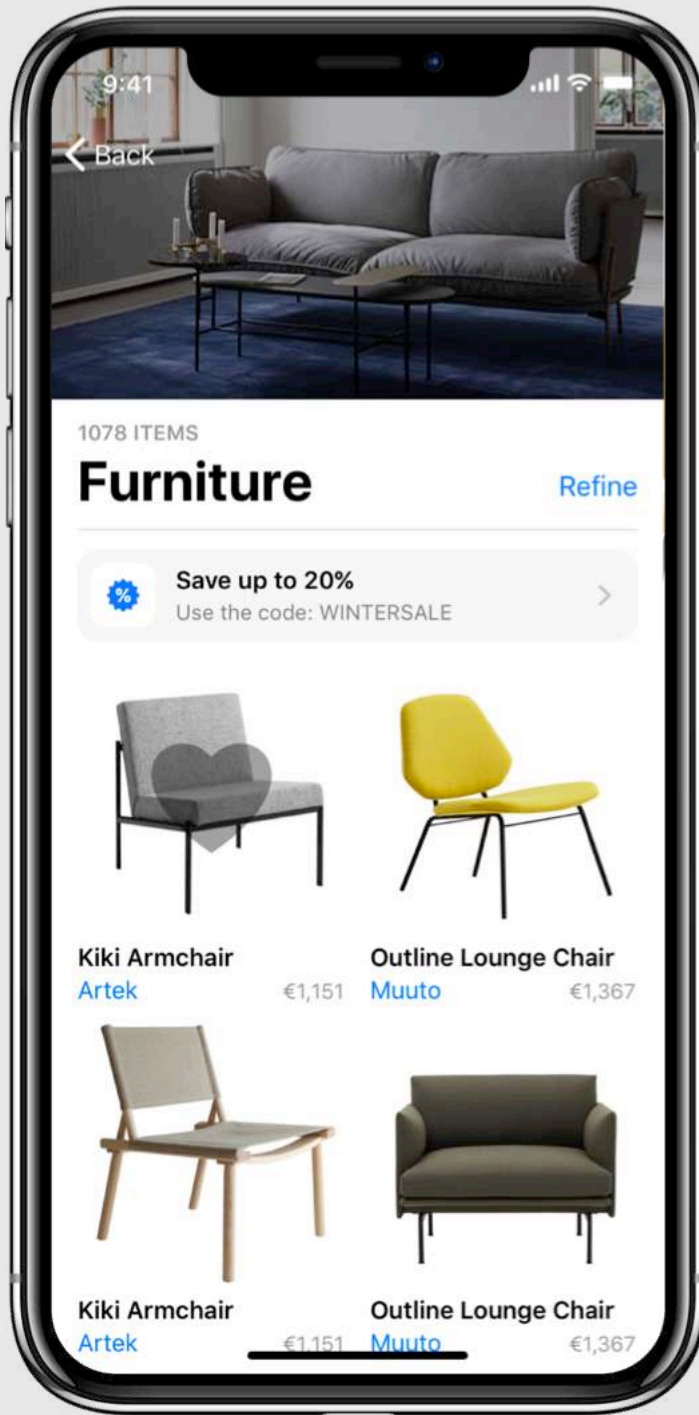
iosdesignkit.io

For iOS Design Kit I’ve created a visual concept, built symbols and styles architecture and led a design process as the art director, working closely with our team. I have also designed a major amount of templates by myself, as well as iosdesignkit.io website and all marketing assets.

iOS Design Kit became a major brand on UI resources market and has been purchased by companies such as Bain&Company, Salesforce, Coinbase, McKinsey&Company, etc.

Watch video tutorial:
<https://www.youtube.com/watch?v=Dy4GXiGW9FO>

Role:
Designer, Art director



Projects

Platforma

2018 – 2019

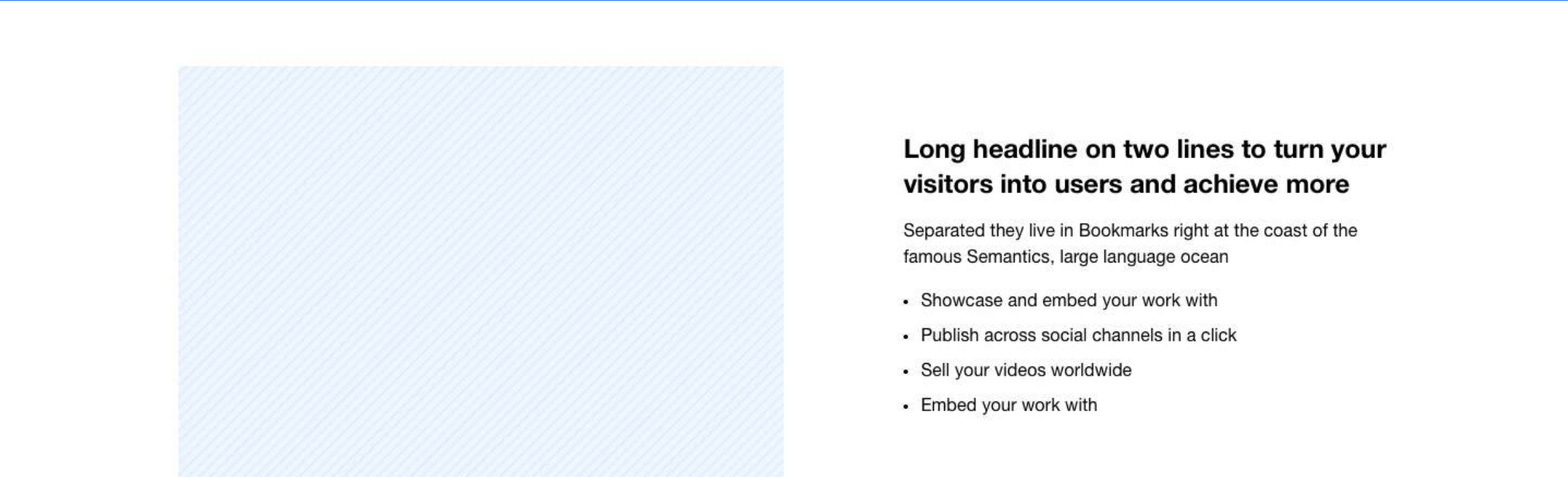
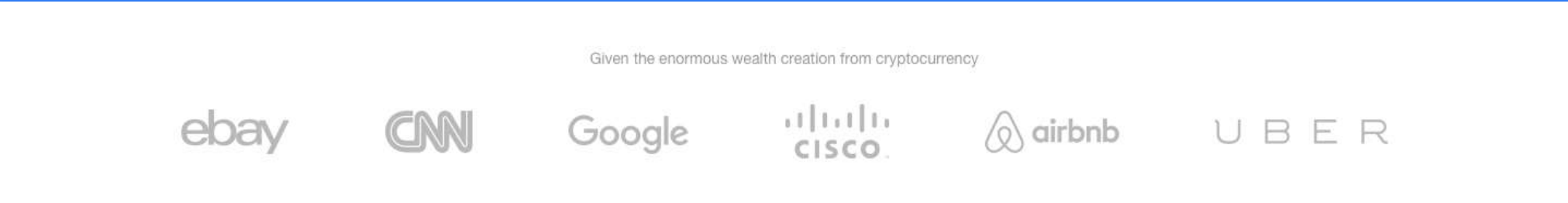
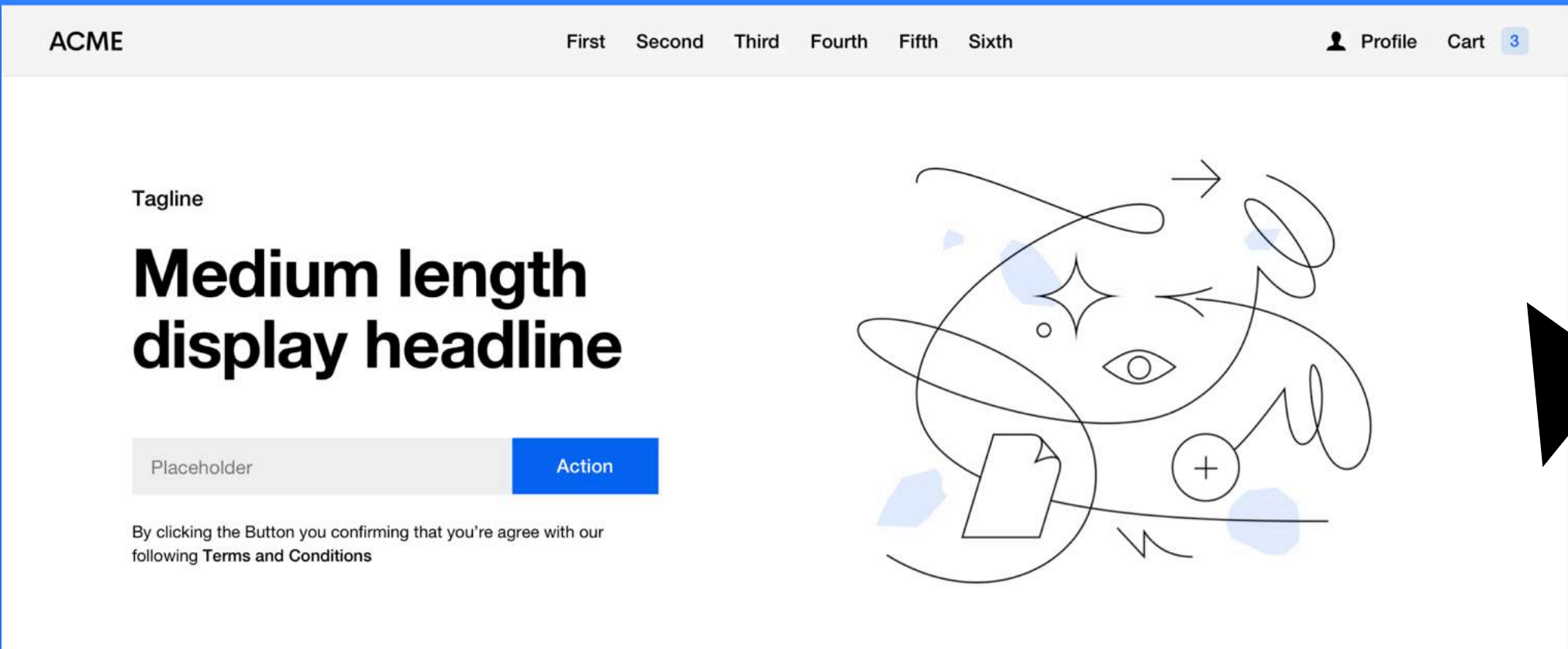
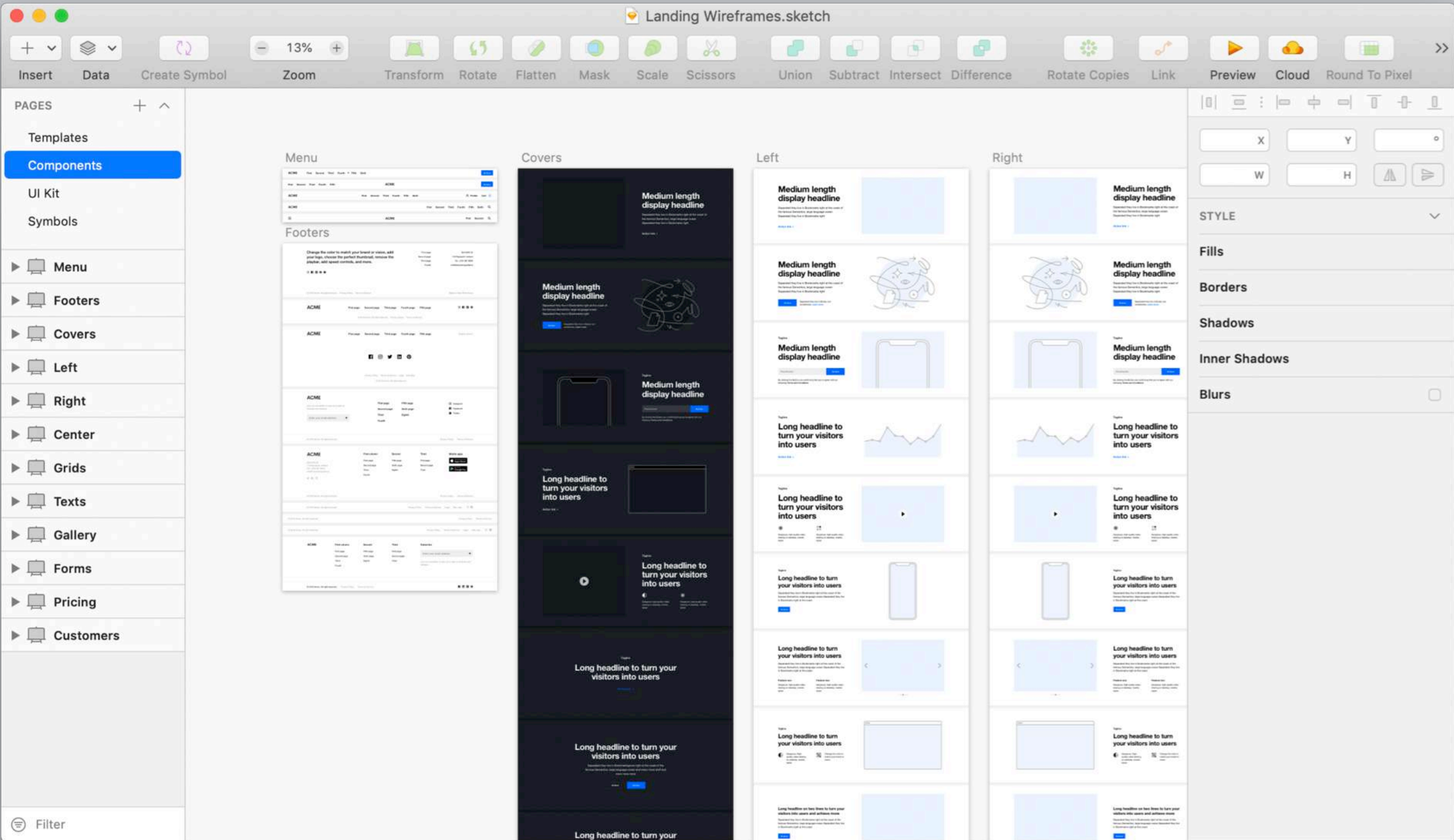
platforma.ws

I have been working on Platforma Wireframe Kit series as a product designer. The main goal was to make a universal, intuitively organized and clean-looking library of wireframe templates for Web and iOS projects. I’ve created a visual concept, built symbols and styles architecture and led the design process as the art director.

Currently, Platforma products are the market leaders, purchased by companies such as Mastercard, Weebly, Unicef, Reserve, etc.

Watch video tutorial:
<https://www.youtube.com/watch?v=3yYR23banjU&t>

Role:
Designer



Projects

The Bundle

2015 – 2019

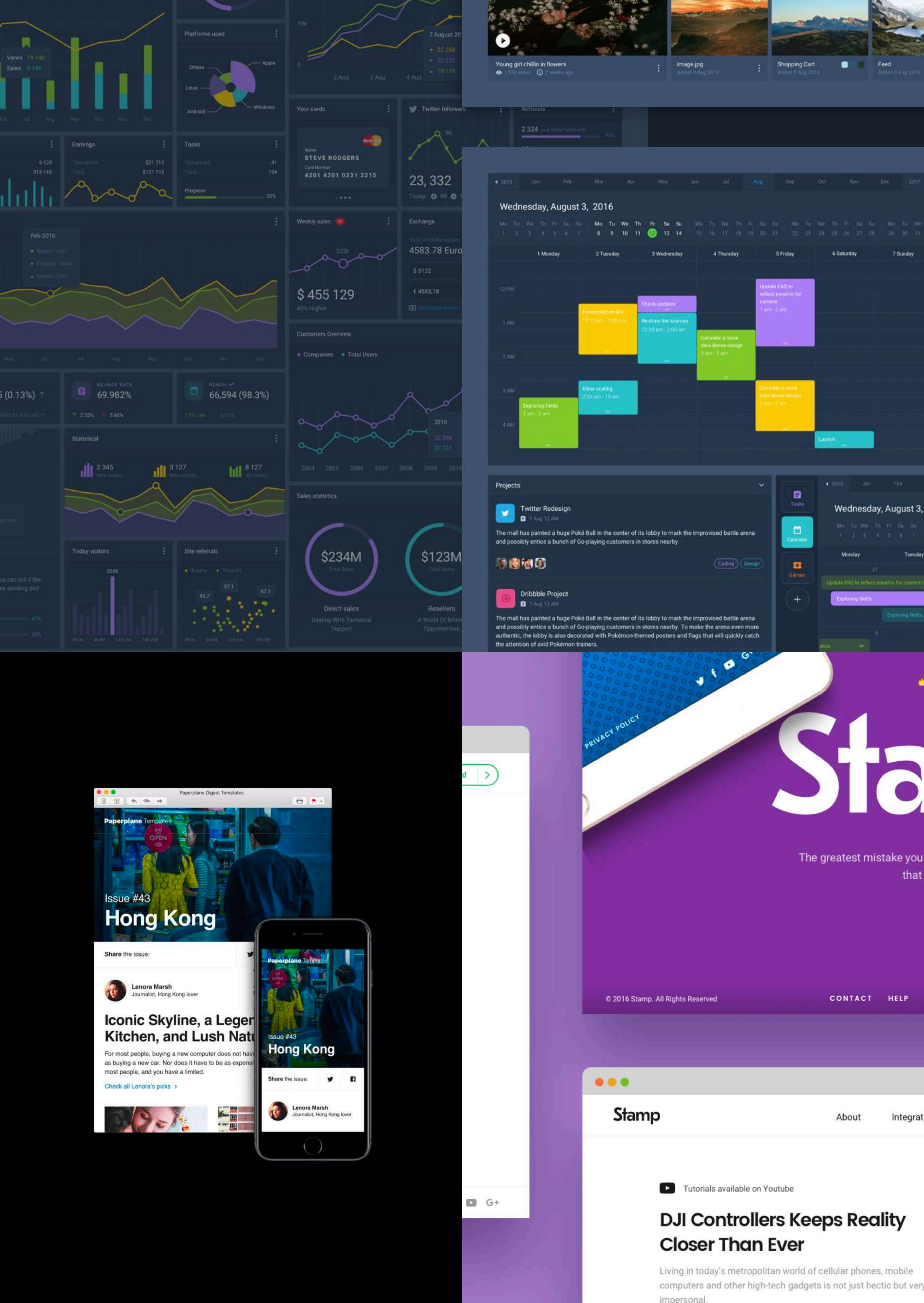
bundle.greatsimple.io

An enormous collection of UI kits, wireframes, templates that were created at Great Simple Studio since the day one. I was involved into designing process for all the products, working on tasks as a designer and art director.

I've also designed and built bundle.greatsimple.io website as well as all marketing assets.

Role:

Designer, Art director



Projects

Design Files

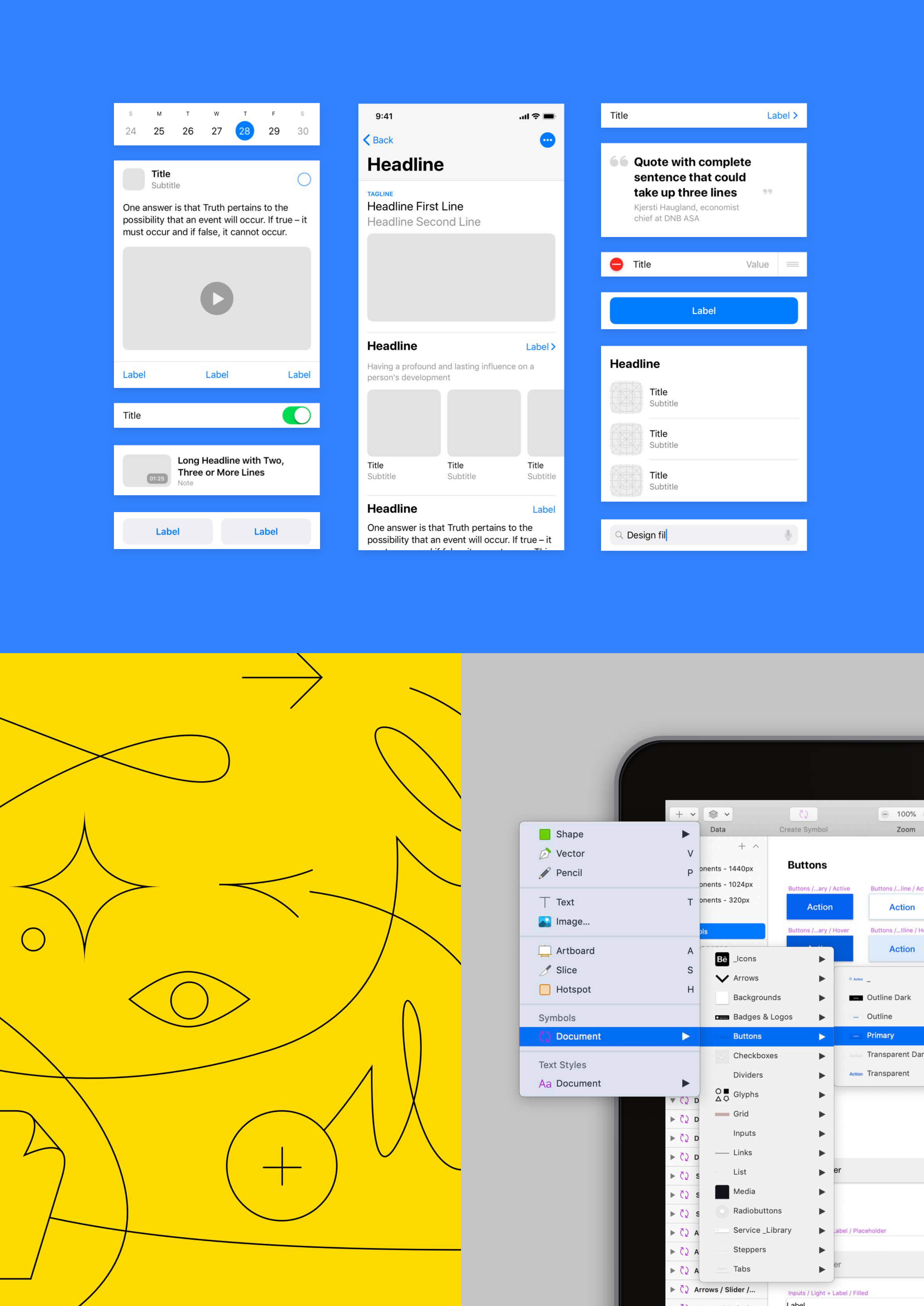
2018

files.design

I took part in the process of launching Design Files project as a designer of a product line for the marketplace. I was working on special versions of Android, iOS templates, wireframes and free resources.

I also designed some marketing and branding assets.

Role:
Designer



Projects

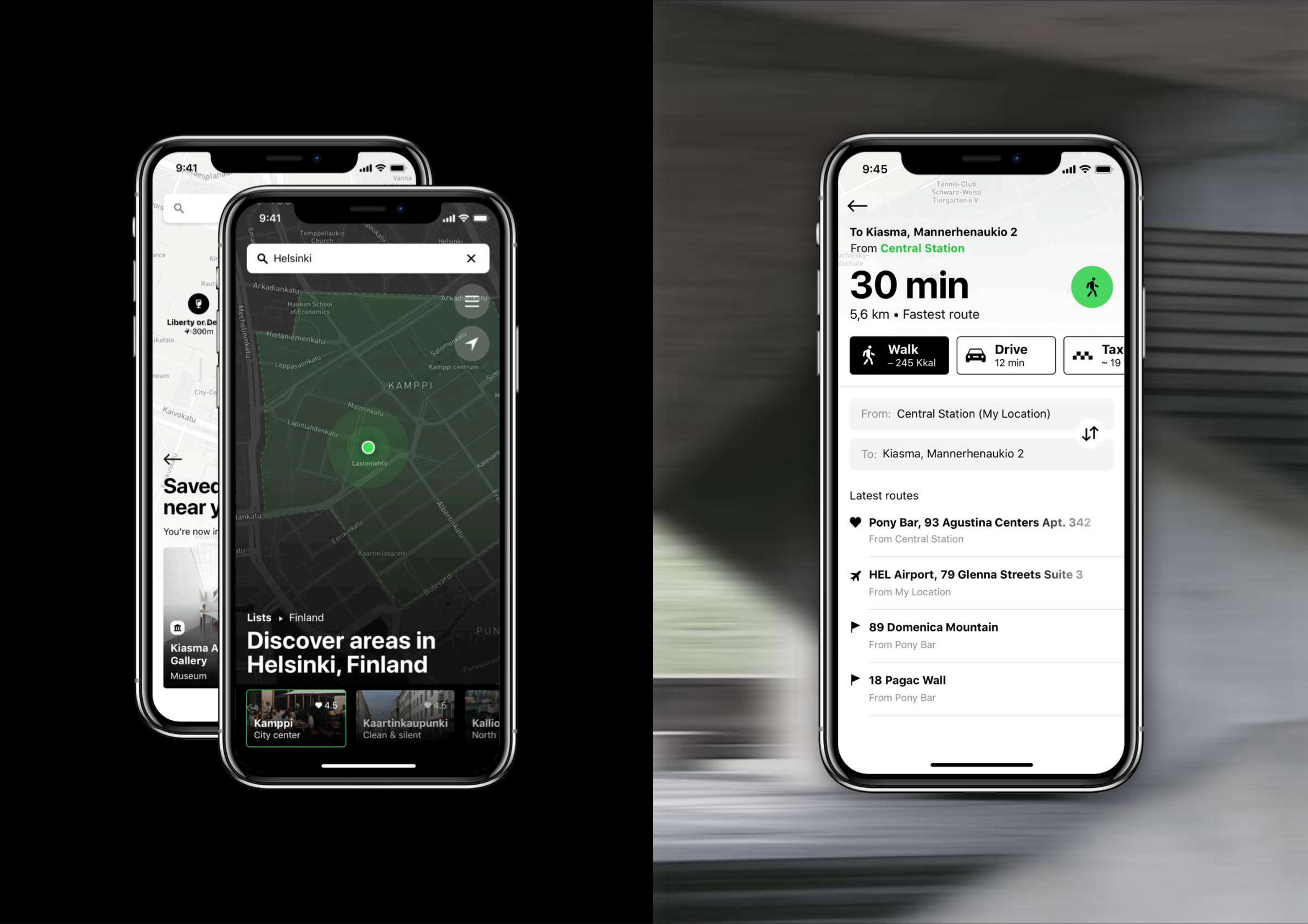
Untitled719

2017

untitled719.com

For Untitled719 I’ve created a visual concept and led a design process as the art director, working closely with our team. I also have designed untitled719.com website and all marketing assets.

Role:
Designer, Art director



Projects

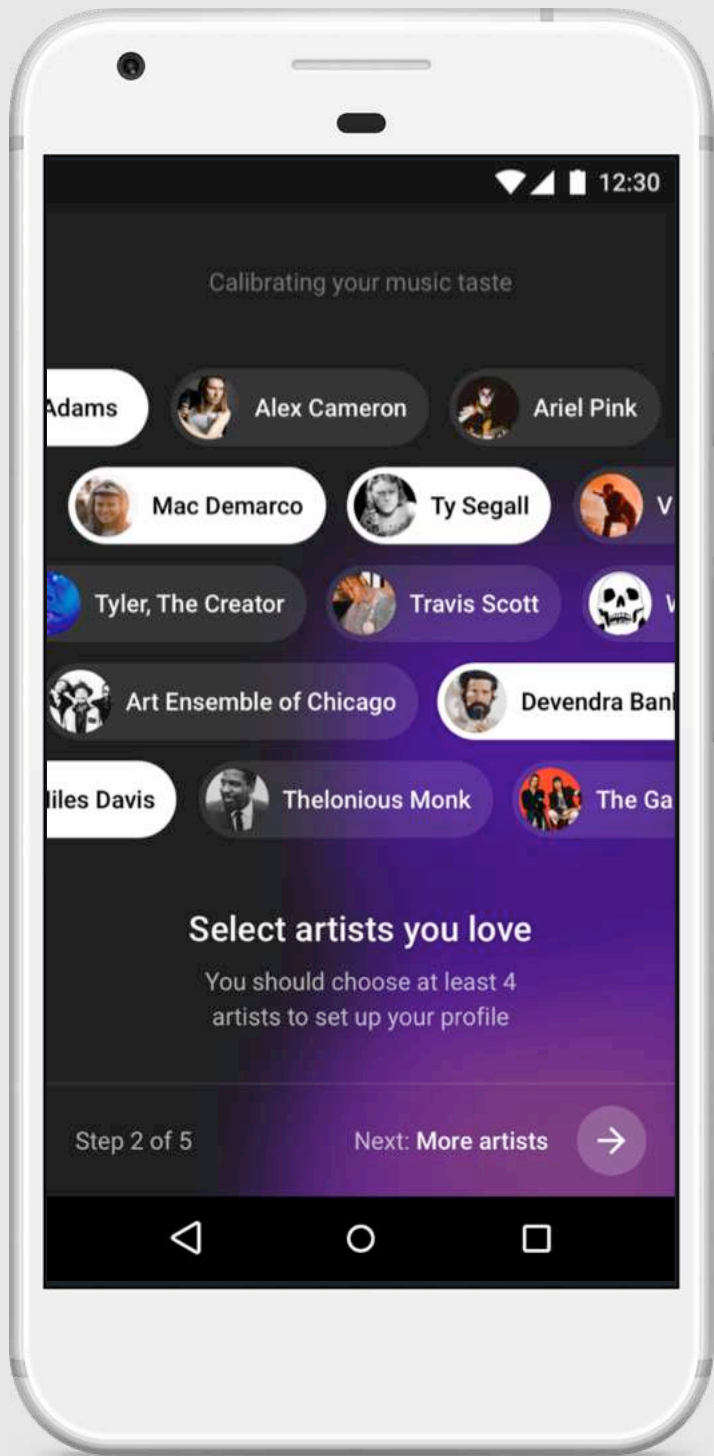
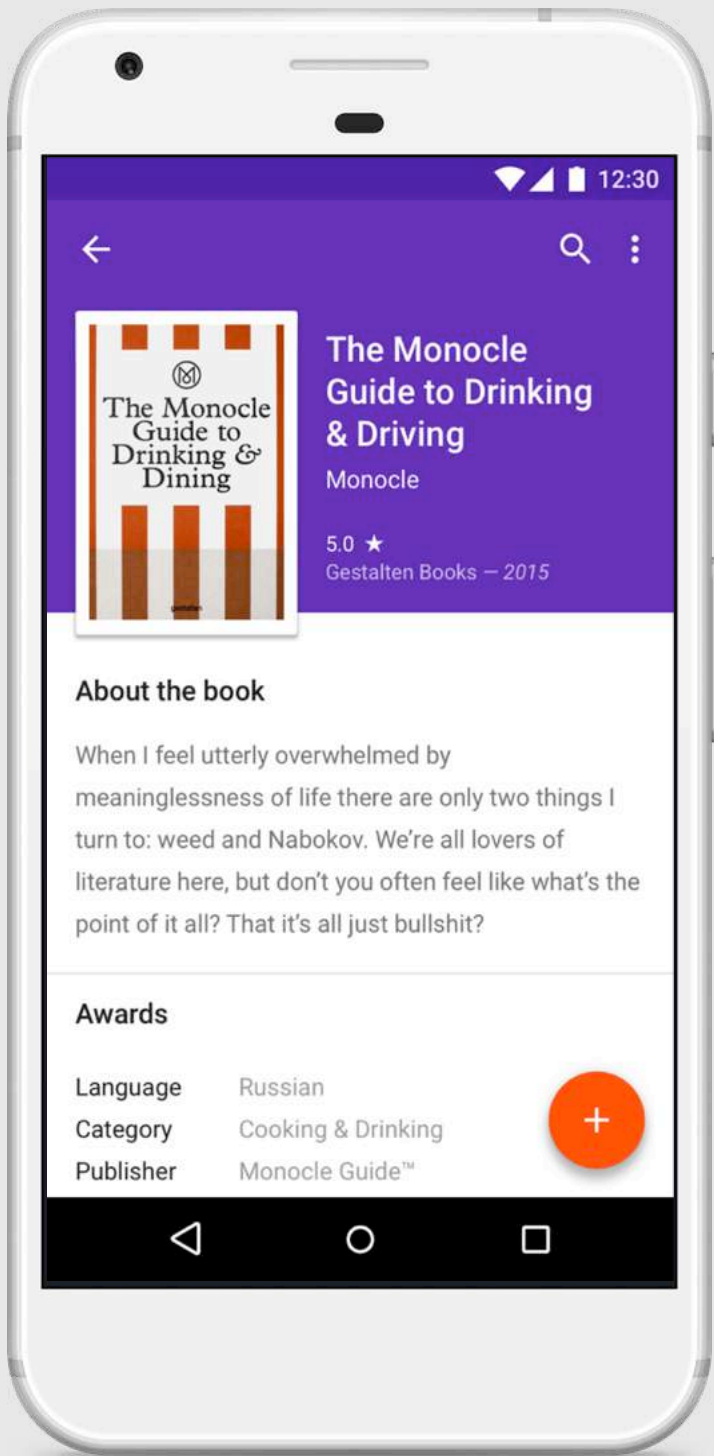
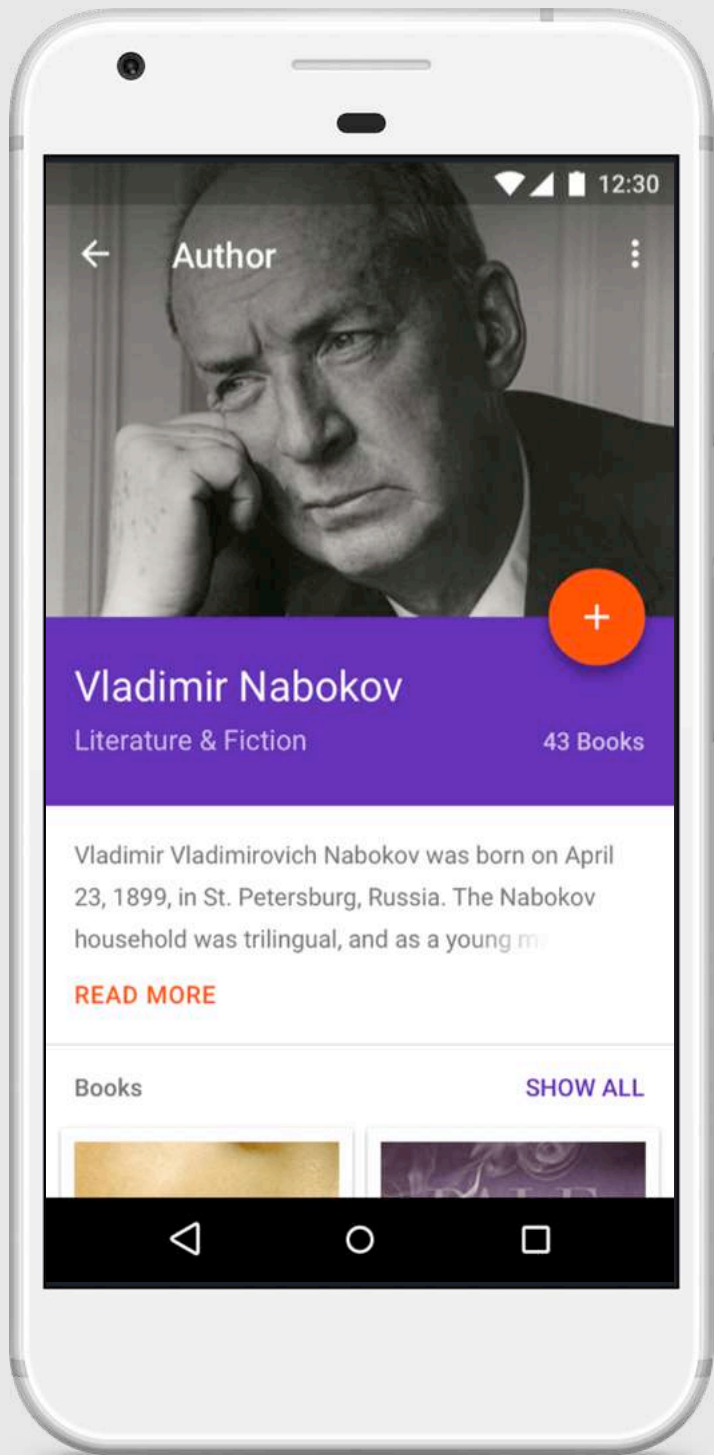
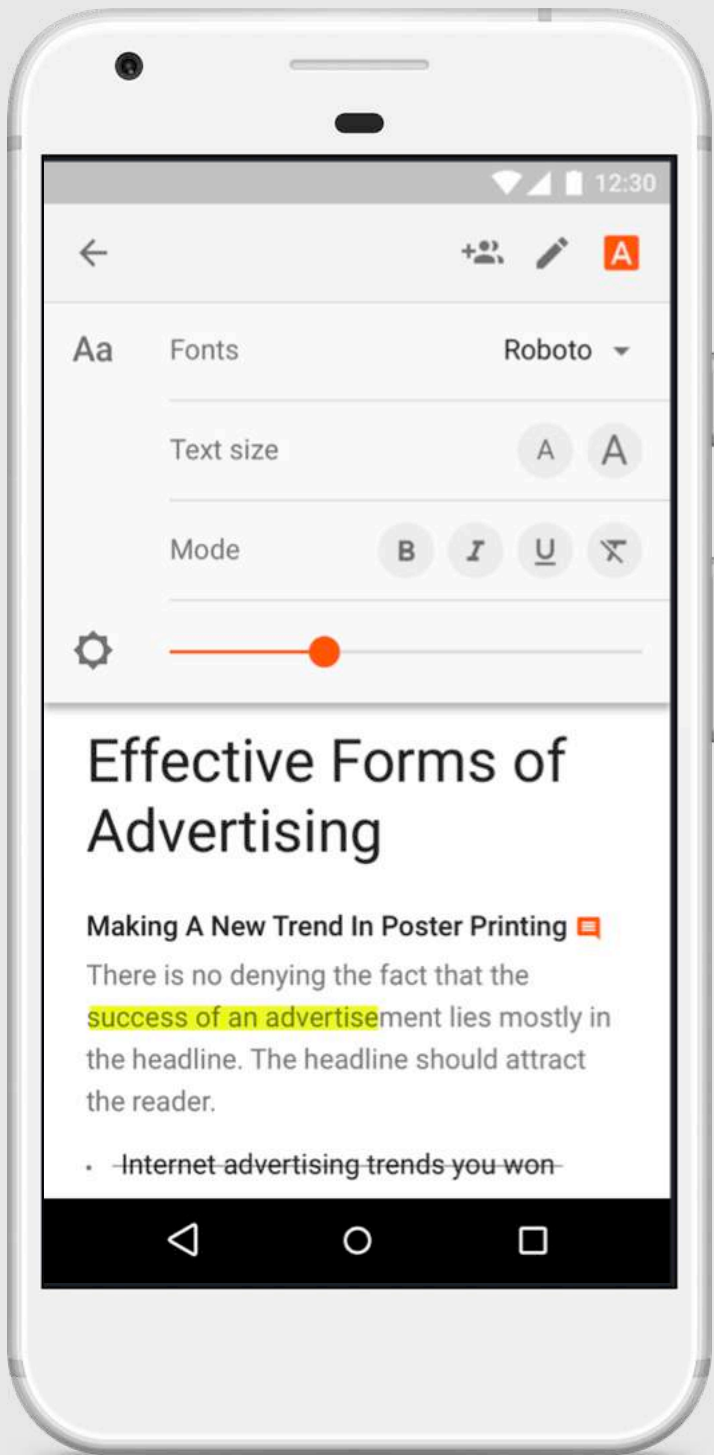
Material Design Kit

2016

materialdesignkit.com

For Material Design Kit I’ve created a visual concept, built the symbols and styles architecture and led a design process as the art director, working closely with our team. I also have designed a major amount of templates by myself, as well as materialdesignkit.com website and all marketing assets.

Role:
Designer, Art director



Projects

2017 Google Fonts Combinations

2016-2017

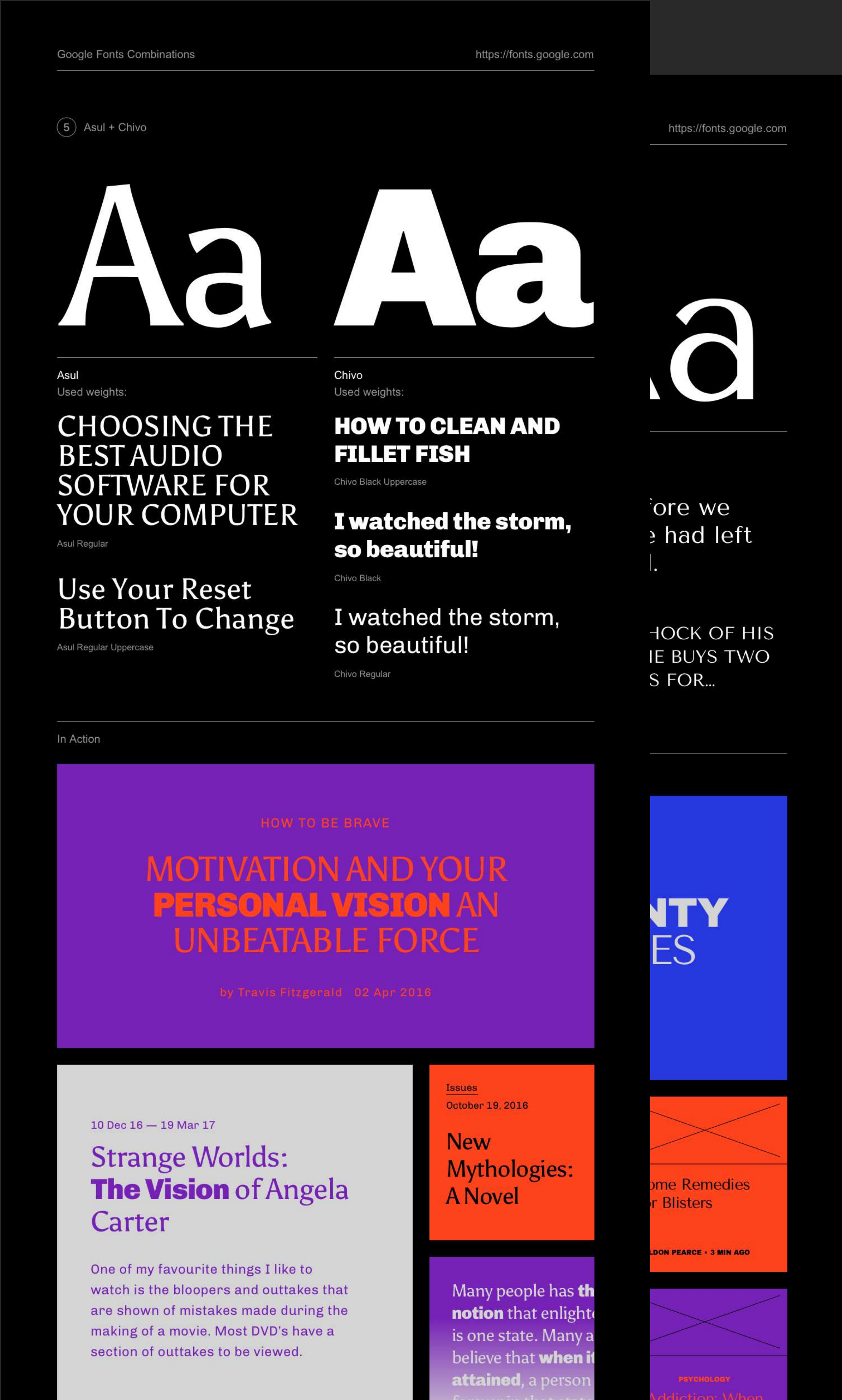
fonts.greatsimple.io

In that experimental project I was focused on searching for nice, unusual font combinations made only with Google Fonts. I designed the website, sketch file and all marketing assets.

This project was mentioned multiple times on Twitter, was viewed almost 60k times on Behance and had a great response overall.

Role:

Designer, Art director



Projects

Personal projects

Ultima Pro – 2019

ultima.pro

I designed a website for a company that works with complex audio-video-solutions and used Webflow to build it.

Elena Tarasova – 2019

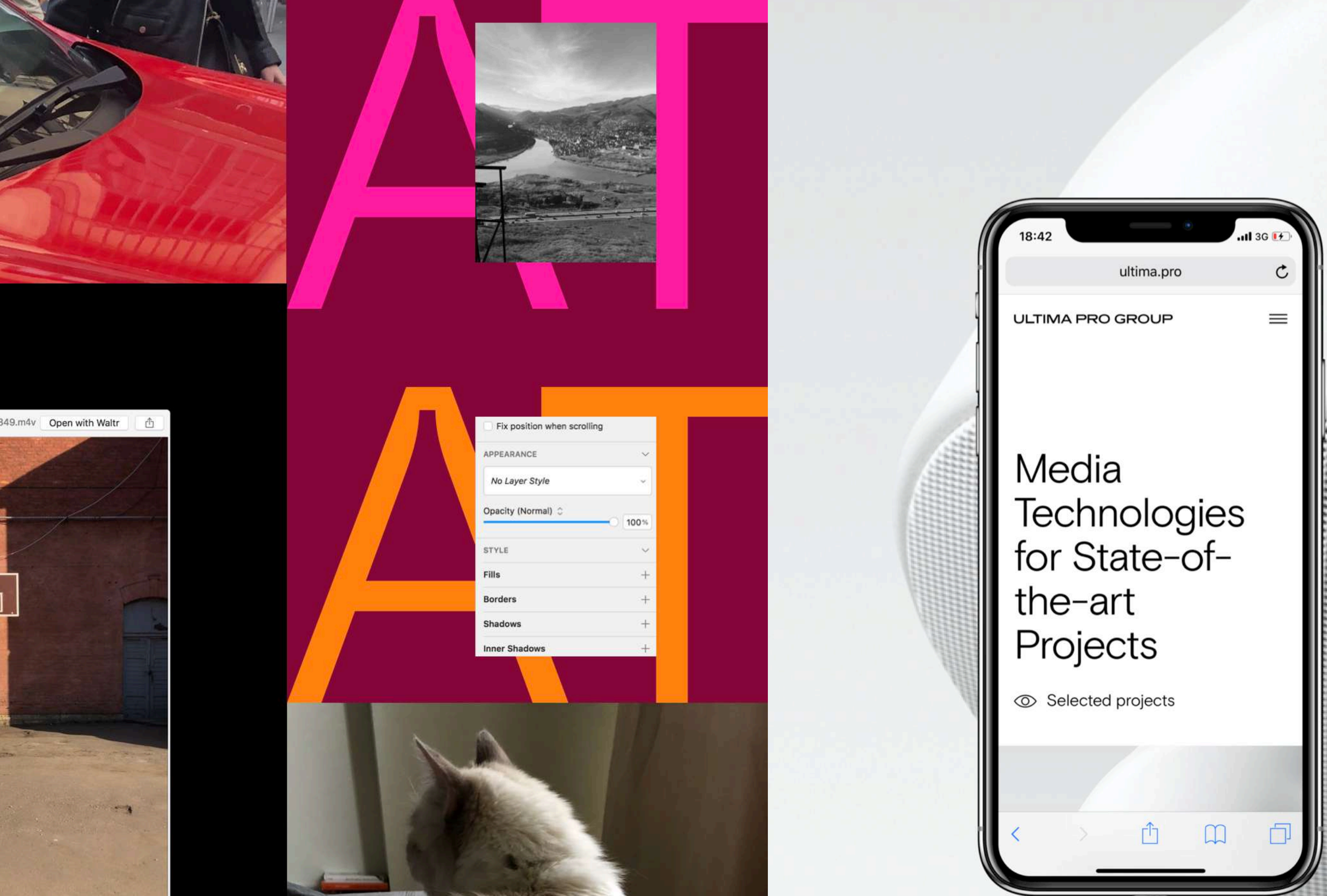
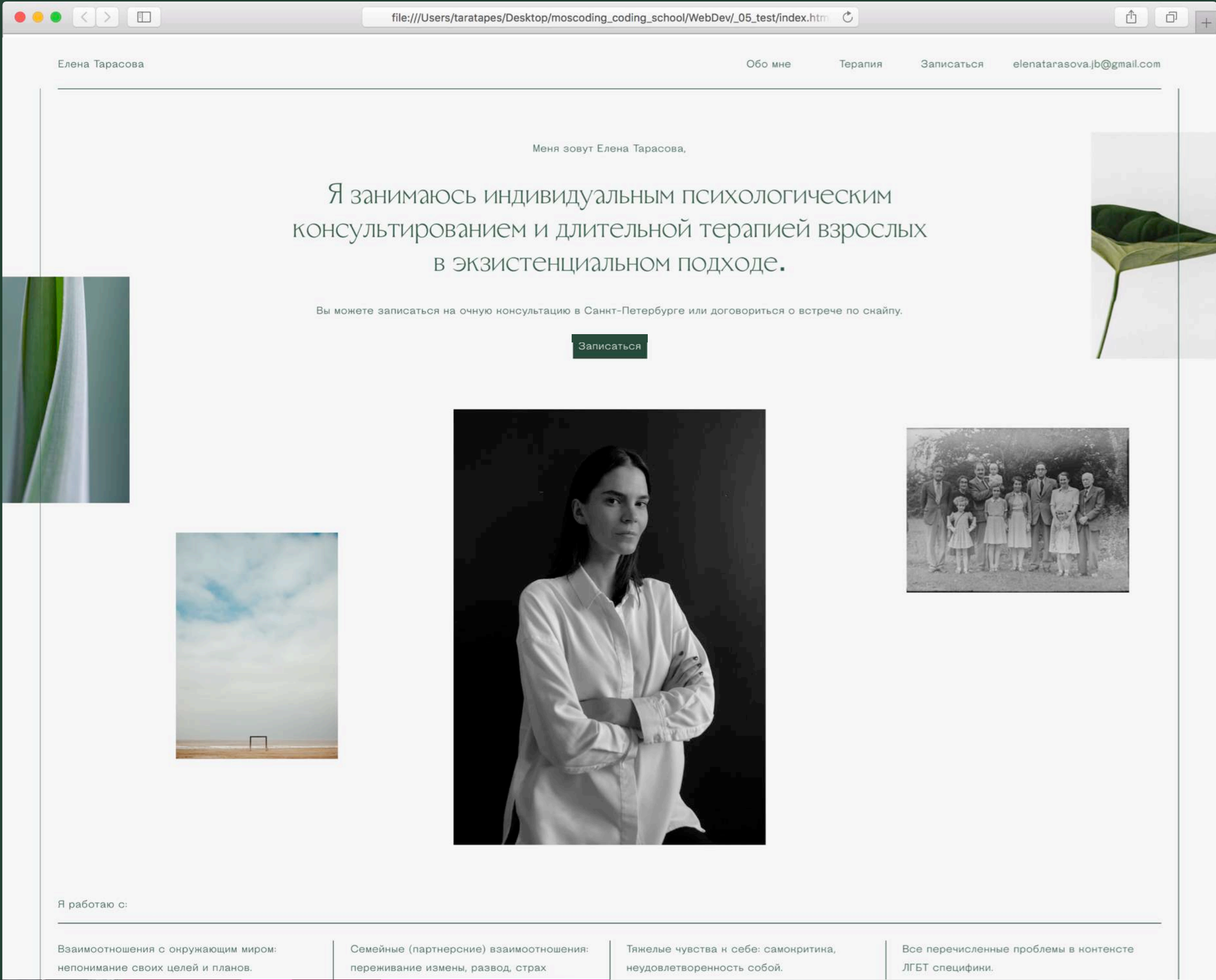
development in progress

As a task for my HTML/CSS lessons I’ve designed and now building a personal page for my wife, who is a psychotherapist.

Taragraphy Diary – 2019

development in progress

I always wanted to have a place, some kind of a playground, where I can collect my photos, small design ideas, thoughts and jokes. So I’ve designed and now building the Diary – a monthly updating gallery of my design and culture vision.



Thanks!
Feel free to contact me any time.

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dribbble.com/taragraphy
angel.co/taragraphy