



Tania Abanina

web/UX designer & front-end developer

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Profile

In short: user interface development; managing workflow; sharing knowledge, mentoring

More detailed:

- UX/UI design and development
- design of information and content architecture
- templating and integrating UI in a context of different frameworks (Wordpress/Magento, Rails, Node.js, Django, Jekyll, Bootstrap, PL/SQL, etc)
- refactoring and optimisation of existing code
- building design systems and UI styleguides
- page speed optimisation
- communication with stakeholders, coordination between them and developers
- coaching on web development (HTML/CSS and best practices)
- writing documentation and technical requirements

WRITING

HTML/HTML5 & CSS/CSS3 with preprocessors, JavaScript (jQuery)

METHODS AND APPROACHES

Atomic design, design in the browser, mobile first, responsive web design, progressive enhancement, BEM, Pomodoro Technique

TOOLS

Paper & pencil, text editor, Chrome Developer Tools, version control (git), package manager (npm), task runner (grunt), Sketch, Adobe Creative Suite, Github/Bitbucket, Stackoverflow, task management systems (Trello, Leankit, Basecamp)

PUBLIC REPOS AND CODE SNIPPETS

<https://github.com/tataata> / <https://bitbucket.org/tataata/> / <https://codepen.io/tataata/>

Experience

FRONT-END DEVELOPER AT AMORELIE

Jan 2015 - present

Work on e-commerce project (Magento) in agile environment:

- project management in a semi-distributed team: structuring and planning workload, coordination of stakeholders and developers during the working process
- front-end development: implementation of new functionalities and features; optimisation and maintenance of existing code
- close work with UX/UI designers and project owners: providing feedback, participation in design process and planning of further implementation
- creating and maintaining of UI Styleguide
- coaching and training colleagues on web development (HTML, CSS, and best practices)

FREELANCE UI/UX DESIGNER AND FRONT-END DEVELOPER

2009 - 2014 (5 years)

Work on projects in a role of web/UX designer and/or front-end developer in different fields: education, culture, media, online shops.

Focus on:

- UX & UI design (websites, web/iOS applications)
- front-end development
- interface audit
- consulting on brand and content strategy
- writing an expression of requirements

PROGRAMMER / WEB DESIGNER AT BIYSK TECHNOLOGICAL INSTITUTE

May 2005 - Oct 2009 (4 years 6 months)

Part of a team in charge of internal informational infrastructure:

- UX/UI design and development
- databases design
- project management

- content management
- writing documentation
- speaking at conferences
- coaching colleagues about web design and front-end development

TEACHER AT SUNDAY COMPUTER SCHOOL AT BIYSK TECHNOLOGICAL INSTITUTE

Oct 2008 - May 2009 / (8 months)

Instructor of the course «Multimedia technology» (Adobe Photoshop/Flash/Premiere, 3ds Max) for children 11-13 years

Education

COURSES AND WORKSHOPS

- Scalable Design Systems at Smashingconf *with Nathan Curtis / September 2016*
- Design Think, Think Design at ESDIP Berlin *with Jorge Chamorro / May - July 2014*
- Documentary Foundation Course at Raindance Berlin *with Eva Stotz / April 2014*
- Summer intensive course of illustration at British Higher School of Art and Design *with Viktor Melamed, Irina Troitskaya, Ivan Velichko & Anna Zhurko / July 2011*

ACADEMIC DEGREE

Biysk Technological Institute (branch) Altai State Technical University / *2002 - 2007*
Specialist

Special subject: Quality management

Qualification: Engineer-manager

Keywords: Quality Management System, Change Management, Organizational Culture

Languages

Russian (mother tongue), English (fluent), German (intermediate)