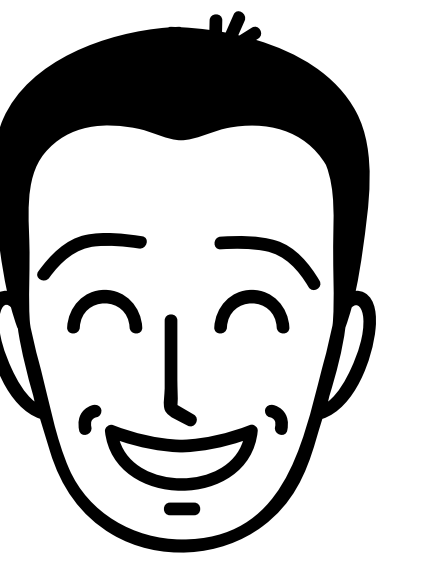


Anton Vasyliiev



The CV highlights my experience as a UX designer from 2012 to 2023.

UX designer / Product Owner at Novomatic

2016 – PRESENT

I started at Novomatic with the challenge of building a product design culture. Together with two UX designers, we have been improving the product-making process. Involving designers from the first project phases, constructing a universal design system, and building a communication chain between teams were the primary steps of our new approach. In addition, I'm a product owner of the Nomad project (Novomatic design system).

RESPONSIBILITIES:

- UX design evangelisation and design process improvement
- Design Ops for particular teams
- Work with requirements
- Facilitating workshops with clients and users
- Creating high-fidelity concepts of UI interactions based on the Nomad design system
- Presenting concepts and collecting feedback
- Mentoring for designers
- Leading the Nomad design system (as product owner and lead designer)
- Speaking at meetups & events
- Interviewing UX designers and researchers for openings

UX designer at eScore Technologies

2015 – 2016

At eScore, I was a UX contractor for one year. I helped build the Liability Manager tool. It's a bookmaker administration tool for managing sports betting risks at different stages (web-based application). The tool is based on the internal needs of the company. I interviewed the company support team and created user flows based on their knowledge of player cheating during the betting process. My role was to provide a detailed user flow for the future tool and validate it with stakeholders and the support team.

RESPONSIBILITIES:

- Interaction design
- Internal user interviewing
- Wireframing
- Concept presenting
- Work with feedback from stakeholders

UX designer at Wargaming

2014 – 2015

At Wargaming, I worked with talented business and system analysts and had access to various research on gamer preferences. It helped me with the project and fulfilled my UX designer competencies.

My role in this project was simple, provide a clear concept (prototype) of the app, test it with different groups of users, and then iterate. Because it is an OS-based application which connects all players in one place, the consequences of mistakes are extremely high. The app itself is an installator for desktop games. The principal feature, in this case, is troubleshooting. Because installation files are big, download issues during installation/update are common. Together with the team, we tried to cover most corner cases and make the game installation flow easy and clear. We delivered a successful solution. The app is still available to download from the games store, even seven years after its release.

RESPONSIBILITIES:

- Prototyping and prototype testing with players
- User testing and interviewing
- User feedback aggregation
- Work with research results
- Interaction design

UX designer at EPAM Systems

2013 – 2014

I learnt how to deliver UX concepts for comprehensive solutions. My main business domain was the mining industry. Our client "Modular Mining" had a stack of Windows-based tools for operating inside and outside mines. The goal was to switch all essential solutions into cloud-based web applications.

In cooperation with the Senior designer, we delivered the concept for an administrative tool, which helps the design and development team follow a consistent approach to developing a more user-centric application. The tool helps in maintaining, configuring, and troubleshooting mining camp servers.

Also, I contributed to a global project style guide and did the concept for the landing page (for marketing purposes).

RESPONSIBILITIES:

- User interviewing
- Creating a UX concept
- Contributing to the project style guide
- UI design
- Presenting design to stakeholders

UX designer at Adstream

2012 – 2013

I started as a designer at Adstream, mainly dealing with tasks for improving the "Adstream Platform" solution (lead Adstream software solution for delivering both analogue and digital ads). My UK colleagues mentored me and allowed me to set up a "local" design process inside the Ukrainian office with business analytics, a support team, and developers. We received feedback from users (creative agencies and distribution channels) and proposed the solution in screen flows. After approving it with the UK design team, I consulted with local developers before the final presentation. Together with business analytics, we presented the flow for the selected clients to confirm it for further development.

RESPONSIBILITIES:

- User's feedback collection
- Creating user flows
- Creating final UI assets
- Collaborating with the developers
- Presentation for clients

Thank you, contact me on anton.vasyliev@gmail.com