



Viacheslav Diatlov

UI/UX Designer

Personal statement

UX/UI designer with overall 3 years of experience working in a product. Mainly participated in B2C projects in e-commerce, food- and ed-tech. Passionate about creating empathic and user-friendly interfaces not only to make people's life easier but also to deliver more profit to a business.

Education

ITMO University
Saint-Petersburg, Russia · 2021

BA Information technologies
in design

Skills

UI/UX · Prototyping · User research ·
CJM · Design systems · Wireframing ·
web (desktop & mobile)
HTML · CSS · JS · TS · Svelte · next.js

Tools

Figma · Principle · Framer · Sketch ·
Blender 3D · Adobe Suite
Basic knowledge Marvel · GA · Maze ·
Hotjar · Yandex Metrics

Languages

Russian native, English fluent

Contact me

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Professional experience

Middle UI/UX Designer

RightOnTrek LTD · September 2021 – September 2022

Worked on navigation and e-commerce parts of the service. Updated authorisation, checkout and rental portal, made DPD and product cards more consistent and similar to each other. Scaled store: added categories, filtering and sorting. Developed and maintained the design system, built interactive prototypes with Figma. Reviewed results of other designers in the team, defined tasks and metrics for success with the product manager.

Designer

Chef Baity · July 2020 – August 2021

Developed web interface (desktop/mobile) for food delivery service. Built website with Tilda CMS and set up a Bitrix integration. Designed brand book and guidelines for social media, printed materials, documentation and merch. Conducted A/B tests and qualitative research. Made a website and presentations for the franchise. Got 10 new towns within just half a year!

Graphic Designer (student practice)

Central Bank of RF · March 2020 – May 2020

Made an identity for the in-house conference. Developed templates for PowerPoint and Keynote, printed materials and content for social media.

Other activities

craydle.ml → Co-founder

since June 2022

AI and ML are so popular nowadays, so I developed a game based on content generated with these tools. Took front-end part, setup design tokens to make synchronization between web interface and Figma design system.

educt.ru → Co-founder

since June 2021

Deployed cust dev for the idea of case-study service. The team was found as well as investors. Found a good front-end developer. Worked on Personas and User Stories, developed design system, web interface for MVP, and was working on scaleable for new features version.