Vasiliy Emelin

Product & UI/UX Designer

My design philosophy focuses on delivering value and driving results for customers and the business. I proactively remove blockers, delegate effectively, and building strong relationships across teams. I value constructive criticism, stay aligned with goals, and regularly share results for feedback. Committed to continuous learning, I strive to improve workflow efficiency and enhance product quality.

Experience

Solera Holding Inc
Position: UI/UX Designer III

2021 — Present

3 years

- Create high-quality wireframes and prototypes based on UX analysis.
- Collaborate with product owners to deliver UX/UI solutions for business goals.
- Work within Scrum teams for design projects.
- Design and maintain UX/UI for B2B/CRM systems.
- Conduct UX/UI research and user testing.
- Develop animations and UI components in Sketch.
- Run usability and A/B tests, and define acceptance criteria for intuitive functionality.
- UX Research methodology.
- Maintain Design Systems Component.

DealerSocket LLC
Position: UI/UX Designer II

2019 — 2021

3 years

- Create high-quality wireframes and prototypes based on UX analysis.
- Collaborate with product owners on UX/UI solutions.
- Work in Scrum with the design team.
- Design and maintain UX/UI for complex B2B/CRM systems.
- Conduct UX/UI research and user testing.
- Develop animations and UI components in Sketch.
- Run usability and A/B tests.
- Define acceptance criteria for UX/UI solutions.
- Maintain Design Systems Component.
- Uphold brand identity using graphic design skills.

DealerFire Kaliningrad LLC
Position: UI/UX Designer I

2015 — 2019

4 years

- Develop wireframes and prototypes from UX analysis.
- Collaborate with product owners on UX/UI solutions.
- Work in Scrum with the design team.
- Design and maintain UX/UI for B2B/CRM systems.
- Conduct UX/UI research and user testing.
- Create animations and UI components in Sketch.
- Perform usability and A/B tests.

DealerFire Tashkent
Position: UI/UX Designer

2013 — 2015

2 years

- Collaborate with design team, developers, product owners and stakeholders.
- Design high-quality UIs for mobile and B2B systems.
- Skilled in Photoshop, Illustrator, and web design tools.
- Use UX research to drive business goals.
- Participate in Agile/Scrum with developers.

Uzinfocom
Position: Web designer and Front-End developer

2006 — 2010

4 years

- Designed websites and web portals.
- Converted mockups into web pages using HTML/CSS languages.
- Acquired expertise in working with PHP smart templates.
- Enhanced web design capabilities.
- Gained initial experience collaborating with a developer team.

Education

Termez State University

September 2001 — July 2005

4 years

Specialty: Economics   **Rate:** 85.4%

Contact

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Design Skills

Figma · Sketch · Adobe XD · Axure · UI/UX Design · Product Design · UX Research · Usability · A/B Testing · Critical Thinking · Design System · Interaction Design · Prototyping · Wireframing · UI QA · Agile/Scrum · Jira · Mobile Design (IOS/Android)

Front-End Skills

Git · JavaScript · React JS · Storybook · Redux · SCSS · SQL · HTML5 · Bootstrap · Material UI · Tailwind CSS

Languages

English - Advacend

Russian - Native

Uzbek - Advanced

Interests

- Mountain biking
- Snowbording
- Industrial Design