




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.

Contact




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Address

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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