

Evgeny Dubitski



Following DDD principle

«Doing Design,
not desain»

User
Experience
Designer

2020

P O R T F O L I O

06.04.2000
20 y.o.



Evgeny Dubitski

User Experience Designer

Minsk, Belarus,
now in Warsaw, Poland

✉ zheenek2000@gmail.com

⌚ dezadner

LinkedIn linkedin.com/in/eugene-dubitskiy-17887717b

About me

Hi! My name is Evgeny and I love design. I'm particularly attracted to the design of mobile apps interfaces, graphic design and typography. Helping to make the final product comfortable, aesthetically pleasing and easy to use. I also studied the development of both web and native applications, which helps me better find a common language with the development team and achieve greater efficiency in solving problems both in the team and on my own.

Education

2015 – 2019

MRC – affiliation of BSUIR

Programming mobile systems

2019 – stopped for now

BSTU

Полиграфическое оборудование и системы обработки информации

Languages

Russian native

Belarussian second native

English can speak

Polish in progress

Soft



Skills

Responsibility

Curiosity

Attention to details

I can admit mistakes

Sociability

Politeness

Diligence

Work experience

August 2018 – October 2018

Caffesta UX designer

Made redesign of company's product (POS-system for restaurants automatization etc.)

July 2019 – November 2019

ITwin Web-designer

Helped with redesign of company's CRM and targeting ads system, designed banners and few mobile apps.

2019 – present

Freelance

Development and design of websites, mobile apps, banners etc.

REGISTRATION FORM FOR THE FREELANCE EXCHANGE

TASK

To develop comfortable, easy, understandable and elegant registration form.

SOLUTION

I desided to divide form into few steps to make lower cognitive load and to make easier for fill it out.

CHALLENGE

I had to work out the form thoroughly: from what data is needed, and what is not necessary at this stage, to what the final visual style will be.

01 / 04
Общая информация

Имя
Ваше имя

Фамилия
Ваша фамилия

Пол
 Мужской Женский

Контактные данные >

02 / 04
Опыт работы и сфера работы

У вас есть опыт работы?
 Нет опыта Есть опыт

Какой сфере Вы хотели бы работать?
Сфера может быть изменена

- UX/UI Design
- Front-End
- Back-End
- Добавить свою сферу

Портфолио и навыки >

[Назад к контактным данным](#)

03 / 04
Портфолио и навыки

Ключевые навыки
не более 20

Figma x Photoshop x Adobe XD +
Adobe XD
Ссылка на портфолио – Необязательно
https://...

Я прочитал(-ла) и принимаю условия
лицензионного соглашения

Сохранить и опубликовать

[Назад к опыту и сфере работы](#)

USER FLOW

USER FLOW FOR THE MOBILE PHOTO SHARING APP PHOTONÉER

TASK

To design user flow for registration form and entry form for mobile app.

SOLUTION

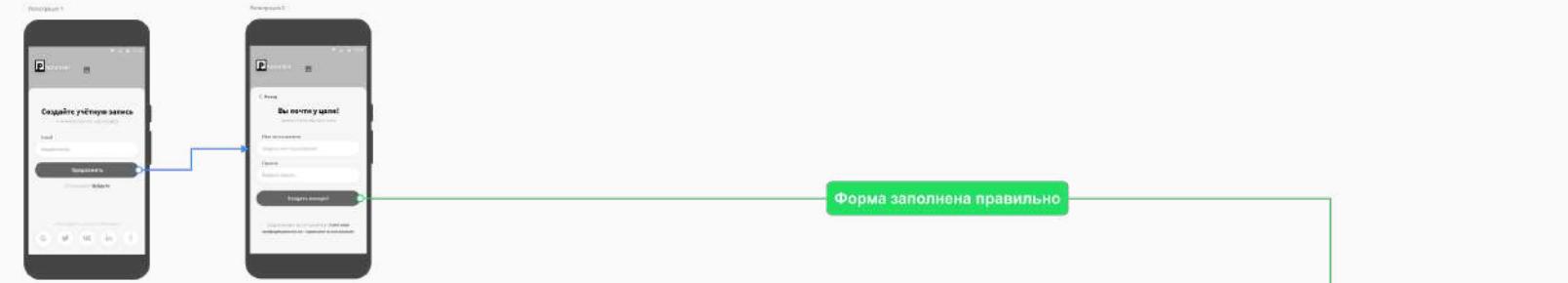
For the first, I needed to think about how that forms will work, to think about different situations in app and only after that to start designing. Next step: show the most important steps with help of maximum clear user flow. Additionally, for the creation of clear and understandable structure was created kind of color codes.

CHALLENGE

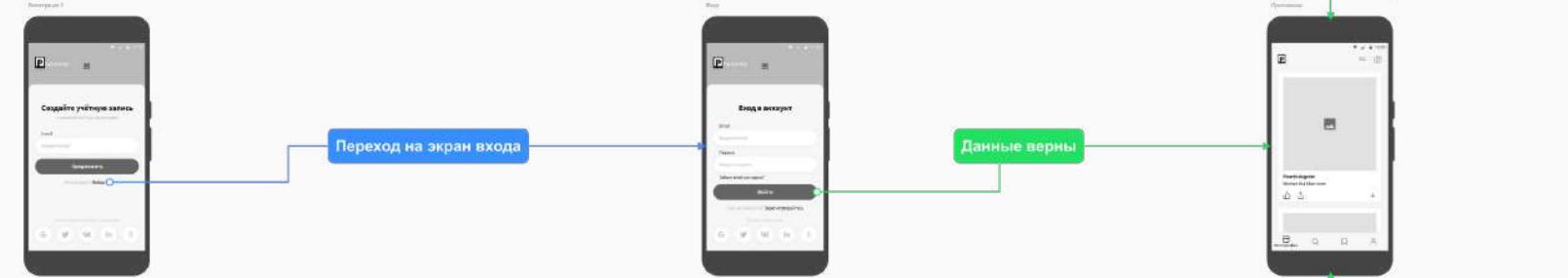
Creation of user flows always like little challenges :)

USER FLOW

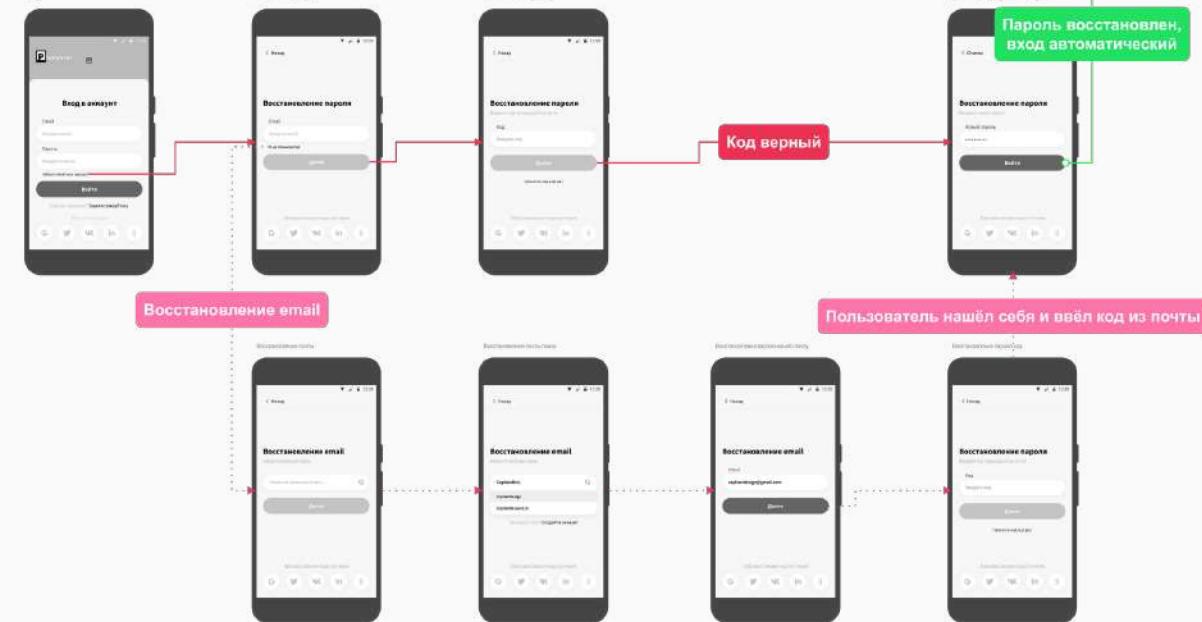
Пользователь регистрируется впервые



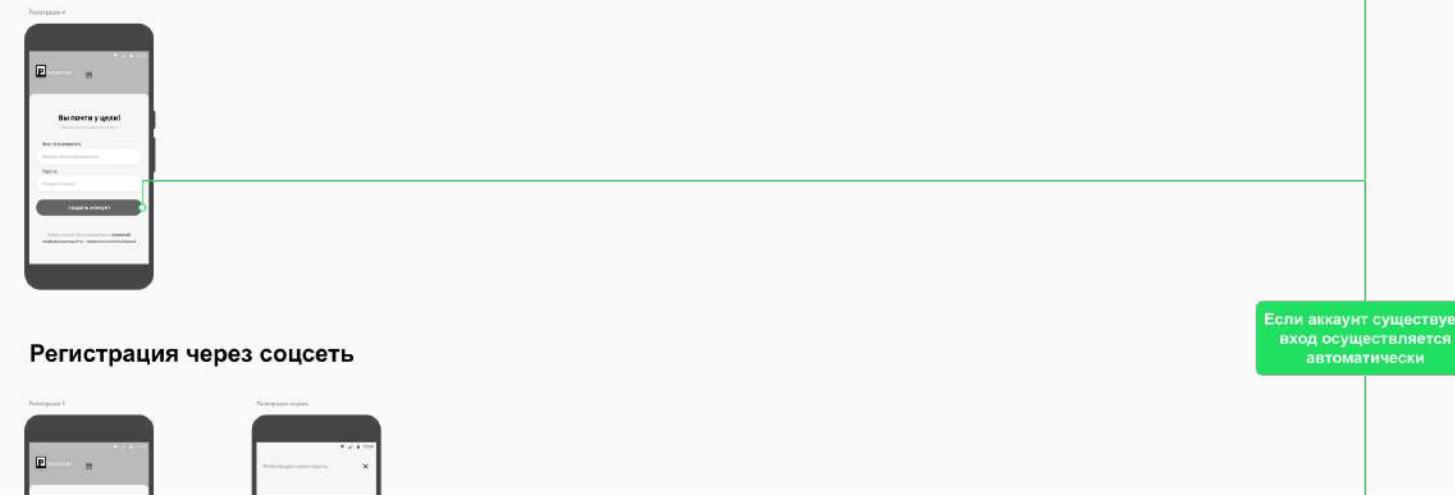
Пользователь уже зарегистрировал аккаунт



Пользователь забыл пароль или логин



Пользователь приходит из смс или email



TABLES

EMPLOYEE ACCOUNTING TABLE FOR ILLI COMPANY

TASK

To design easy-to-use employee accounting table with defined data in it.

SOLUTION

I analyzed the data, that should be in the table, made a hierarchy of this data and defined functionality and controls. Additionally, screen with info about each employee was added.

CHALLENGE

To place maximum of useful information comfortable and easy-to-read, and to not overload the user with a big count of information.

Сотрудники компании [+](#)

Элементов на странице 15 [Отображать...](#)

Фото	ID	Имя и фамилия	Дата рождения	Должность	Опыт	Номер телефона	Email	Адрес офиса
	2105020	Александр Константинопольский	08.02.1984	Системный администратор	2 года 4 месяца	+375441112233	alekxx@gmail.com	ул. Великой Победы, д. 24/1
	2203029	Александр Севилов	05.01.1995	Электрик	1 год 2 месяца	+375441112233	sevalex@gmail.com	ул. Великой Победы, д. 24/1
	1105021	Александр Притыцкий	12.07.1998	Продавец-консультант	2 месяца 5 дней	+375441112233	tyc@gmail.com	ул. Великой Победы, д. 24/1
	2109520	Александр Овалов	24.11.1994	Кассир	03.05.2019	+375441112233	oval@gmail.com	ул. Великой Победы, д. 24/1
	0116726	Александр Головачев	13.01.1990	Кассир	3 года 25 дней	+375441112233	golova@gmail.com	ул. Великой Победы, д. 24/1

Выберите что нужно сделать

Изменить должность Изменить статус Изменить офис Написать на почту Звонок по Skype Поделиться Удалить данные

Отменить выбор (2)

Сотрудники компании [+](#)

Элементов на странице 15 [Отображать...](#)

Фото	ID	Имя и фамилия	Дата рождения	Должность	Опыт	Номер телефона	Email	Адрес офиса
	2105020	Александр Константинопольский	08.02.1984	Системный администратор	2 года 4 месяца	+375441112233	alekxx@gmail.com	ул. Великой Победы, д. 24/1
	2203029	Александр Севилов	05.01.1995	Электрик	1 год 2 месяца	+375441112233	sevalex@gmail.com	ул. Великой Победы, д. 24/1
	1105021	Александр Притыцкий	12.07.1998	Продавец-консультант	2 месяца 5 дней	+375441112233	tyc@gmail.com	ул. Великой Победы, д. 24/1
	2109520	Александр Овалов	24.11.1994	Кассир	03.05.2019	+375441112233	oval@gmail.com	ул. Великой Победы, д. 24/1
	0116726	Александр Головачев	13.01.1990	Кассир	3 года 25 дней	+375441112233	golova@gmail.com	ул. Великой Победы, д. 24/1

Выберите новую должность

< Отмена Старший кассир Применить

Написать на почту
Позвонить по Skype
Поделиться профилем
Удалить данные

Основная информация

ID 2109520
Отдел Продуктовый отдел
Занятость Полная занятость
Подчинённых 0
Опыт работы 2 года 3 месяца
Адрес офиса ул. Великой Победы, д. 24/1

Контакты

Телефон +375 29 111-222-33
Email oval@gmail.com
Другие

Личная информация

Пол Мужской
Адрес г.Минск, ул. Заводская д.47 кв.14

LANDING PAGES AND VISUAL DESIGN

LANDING PAGE FOR DESIGNSPOT SCHOOL

TASK

To design landing page for DSS, in which target action – user registration on the first stage of DSS.

SOLUTION

Main task for this landing page – registration for the first stage of DSS. To solve this task I've placed CTA buttons (but not annoying). This website is tells a story about DSS and tries to interest primary audience and show, that DSS is cozy, professional and affordable.

CHALLENGE

To create a really good landing page that is not just beautiful, but which also “tells” user a story.

COMPOSITION

UI DESIGN LANDING PAGE

The image displays the Figma wireframe and the final design of the Design Spot School landing page. The wireframe shows the overall layout with sections for 'И этап' (Stage 1), 'Design Spot School', 'Начни путь профессионала в мире UX дизайна' (Start your path to UX design professional), 'DSS — бесплатная онлайн-школа UX дизайна от ведущих дизайнеров EPAM', 'Зарегистрироваться' (Register), 'О школе' (About the school), 'Преподаватели' (Teachers), 'Тестовое задание' (Test assignment), 'Праграмма' (Program), and 'Отзывы' (Reviews). The final design is a polished version with a purple color scheme, featuring a large group photo of students, a classroom scene, teacher portraits, and a registration form. Logos for Adobe, Microsoft, Google, Oracle, and AWS are at the bottom.

RESPONSIVE & ADAPTIVE DESIGN

DSS LANDING PAGE ADAPTATION FOR TABLETS AND SMARTPHONES

1366PX

TASK

To design DSS landing page for tablet and smartphone.

SOLUTION

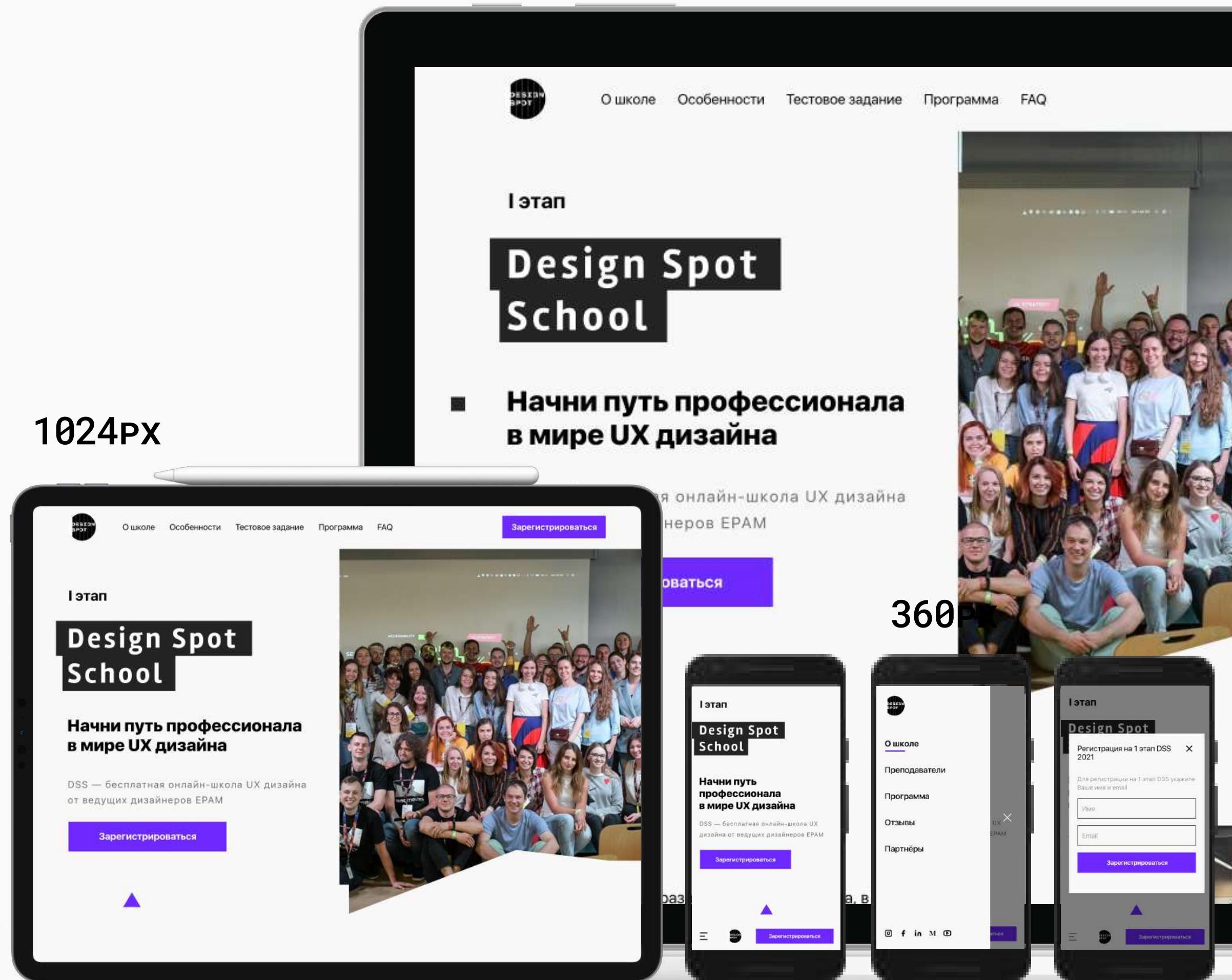
I analyzed which screen resolutions are the most popular and wide-used today and according to this information I chose: for tablet – 1024px, for smartphone – 360px. The choice was given to adaptive layout because:

1. It provides a better user experience;
2. A huge part of traffic accounted for by mobile devices;
3. It increases the conversion;
4. Functionality doesn't reduced.

CHALLENGE

To rethink the approach to navigation and maintain the intensity website's "narrative".

ADAPTIVE DESIGN LANDING PAGE
UI DESIGN BREAKPOINTS



FOODZAM APP DESIGN

TASK

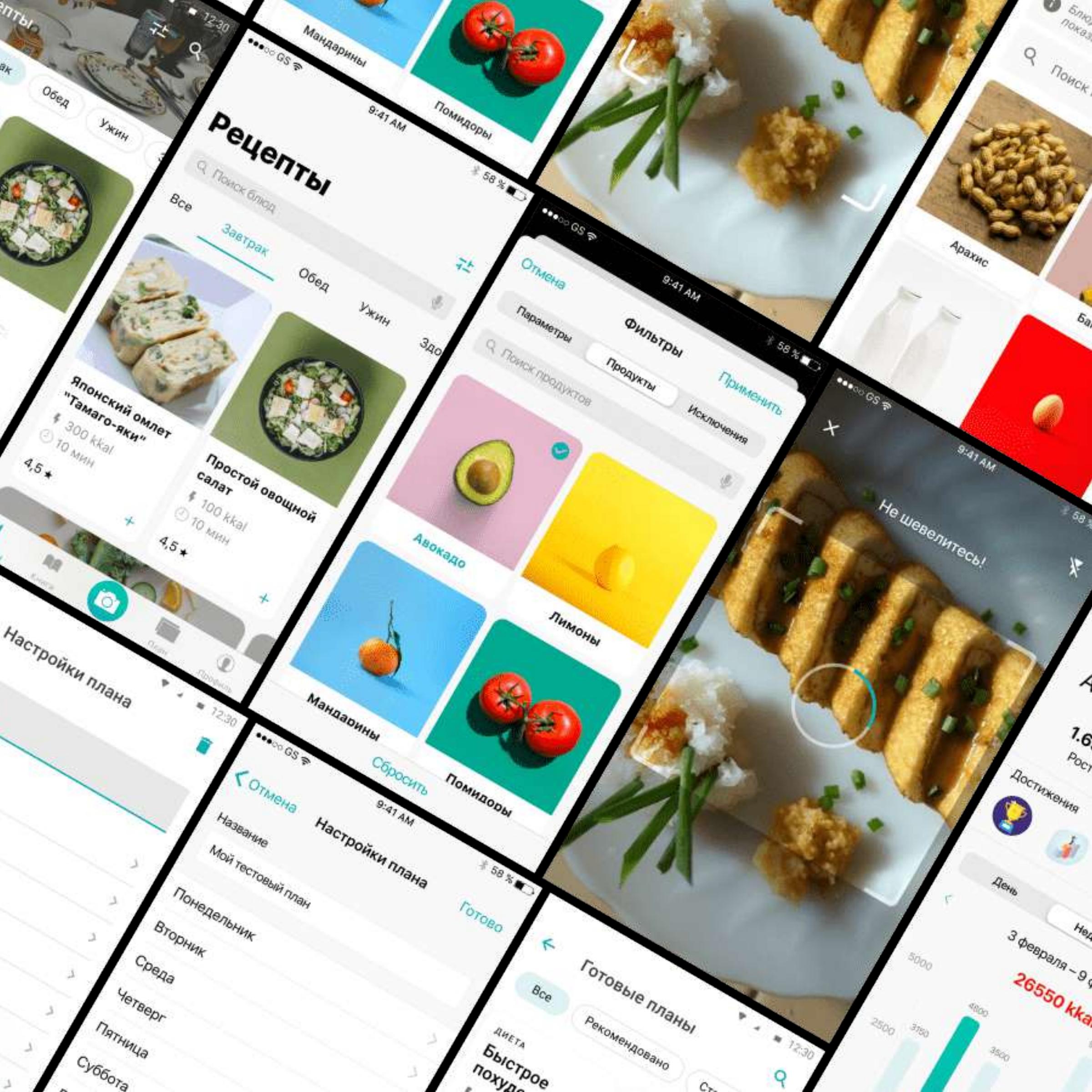
Design a mobile app that detects food based on photos. At the same time, its target audience wants to monitor their diet, and someone wants to lose weight. The interface is designed in two design systems: Human Interface Guidelines and Material Design.

SOLUTION

For the first I needed to design the architecture of the future app, based on the presented and possible scenarios. App design made using the principles of Human Interface Guidelines and Material Design.

CHALLENGE

I setted myself the task of making an application that does not deviate from the principles of the two methodologies as much as possible.



DASHBOARD FOR AUTOPARTS SELLING WEB-APP APPО

TASK

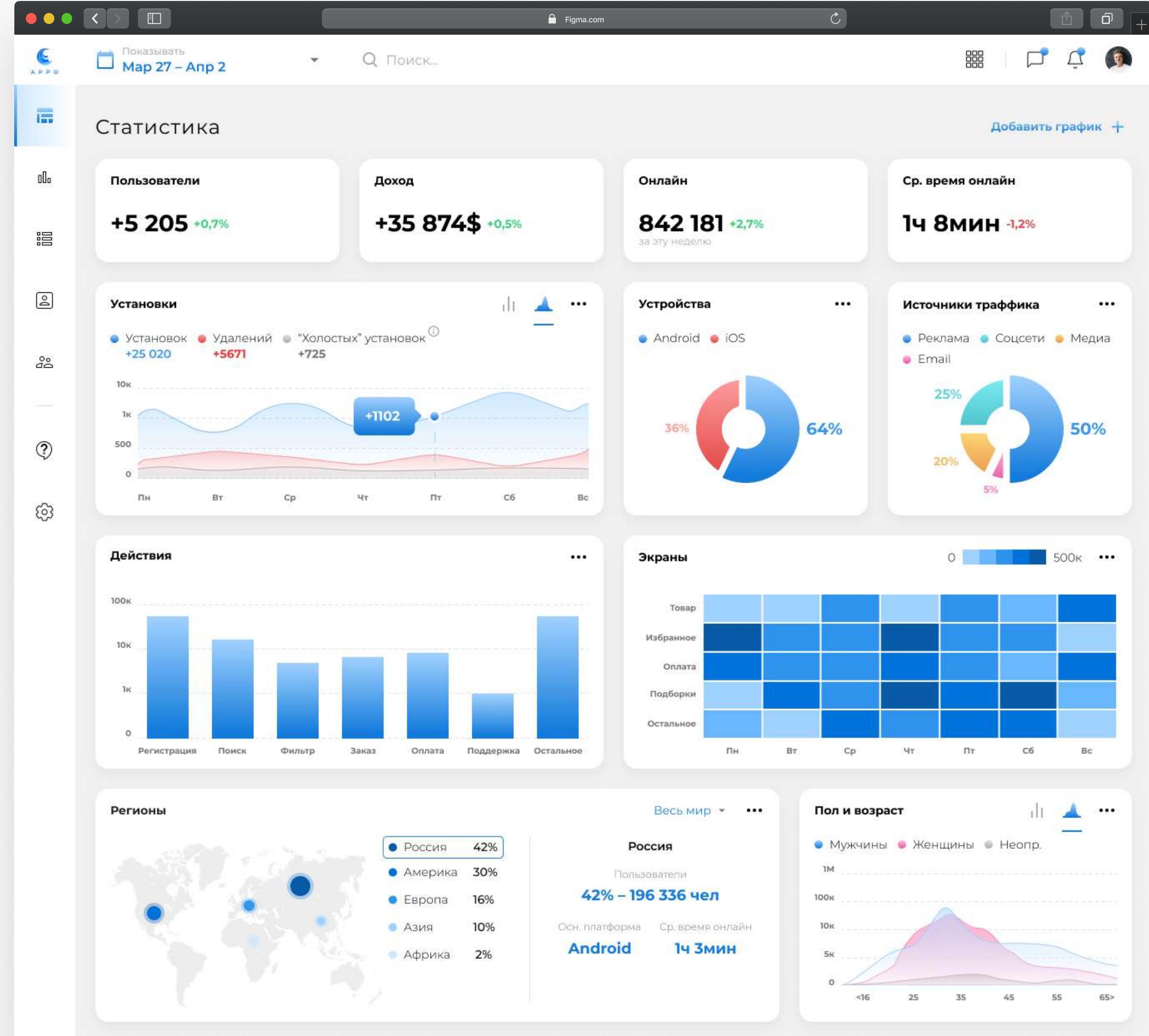
To design a dashboard for a mobile app with at least 10 data metrics.

SOLUTION

For the first we need to introduce the audience, who will use our dashboard to understand the primary data that will be displayed. In my case – this dashboard is for Alex and all necessary data for him is always at hand.

CHALLENGE

To build the most appropriate hierarchy of graphs, without overloading the user with unnecessary or difficult to perceive information.



Thank you
for attention!