Contact

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www.linkedin.com/in/anna-voloshyna (LinkedIn)

Top Skills

User Interface Design

Web Design

Information Architecture

Anna Voloshyna

Product Designer

Gdańsk, Pomorskie, Poland

Summary

Strong background in solving customer and business problems by creating an innovative product experience that is intuitive, useful, simple and meaningful

Experience

WestLink
UX/UI Designer
August 2021 - Present (2 years 10 months)

WAYV
Senior Product Designer
November 2018 - January 2020 (1 year 3 months)

LA Developers Inc.
6 years 2 months

Product Designer
October 2012 - November 2018 (6 years 2 months)

Freelance UX/UI designer
August 2013 - January 2016 (2 years 6 months)

- Responsible for successful creation of visually stunning web and mobile

application experiences as part of a multi-disciplinary team

- Communicating with stakeholders
- Reviewing competitors' products for additional insights
- Sketching ideas and designs
- Creating wireframes to guide developers and visual designers
- Creating Art design for web and mobile applications

OnsetGame
UX Game designer
February 2017 - September 2018 (1 year 8 months)
Kiev, Ukraine

ZEO Alliance
Senior UX/UI Designer
October 2013 - February 2017 (3 years 5 months)
Kiev, Ukraine

- Responsible for successful creation of visually stunning desktop, web and mobile application experiences as part of a multi-disciplinary team
-Working closely with Project Management and other team members.
- Develops and implements campaign concepts based on direction from marketing managers and other members of the creative team
- Provide creative input/ideas regarding functionality and implementation prepare detailed screen wireframes
- Performing user testing sessions and analyzing feedback
- Document functionality and appearance of screens
- Conduct usability testing studies, analyze findings, prepare reports
- Work closely with usability team members to better understand users, test usability of features and conceptual designs, and refine designs to improve the user experience

Kolo Global
UX/UI Designer
January 2012 - October 2013 (1 year 10 months)

- Responsible for successful creation of visually stunning desktop, web and mobile application experiences as part of a multi-disciplinary team
-Working closely with Project Management and other team members.
- Develops and implements campaign concepts based on direction from marketing managers and other members of the creative team
- Provide creative input/ideas regarding functionality and implementation prepare detailed screen wireframes
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Cogniance
UI designer
July 2011 - February 2012 (8 months)

• Responsible for successful creation of visually stunning web and mobile application experiences as part of a multi-disciplinary team

• Facilitate dialog around end-user requirements and business requirements
• Guiding clients through key UX engagements
• Performing user research
• Developing interaction models and conceptual frameworks of UX
• Collaborating on user experience planning with a Lead UX Designer
• Working closely with Project Management, Engineering and QA
• Mentoring to junior team members
• Researching UX design and technology trends
• Creating Art design for web and mobile applications

Quest Software
User Interface designer
January 2011 - June 2011 (6 months)

• provide design guidance and final approval of all user interaction specifications
• develop project task estimates, deliverable and milestones
• keep abreast of current design tools, techniques and methodologies develops and implements campaign concepts based on direction from marketing managers and other members of the creative team
• work closely with Interaction Design engineers from other product lines, to better understand all aspects of the customer and obtain additional research if necessary

SOS Online Backup
Designer (Web, Mobile, Desktop UI)
October 2009 - October 2010 (1 year 1 month)

Responsibilities:
• creates and modifies content, graphic design and layout for use in media such as websites, PC applications, Mobile applications, banner ads, brochures
• develops and implements campaign concepts based on direction from marketing managers and other members of the creative team
• provide creative input/ideas regarding functionality and implementation of online services
• prepare detailed screen wireframes
• document functionality and appearance of screens
• research the web for existing approaches to design problems

Digital Ventures
Web architect
June 2009 - October 2009 (5 months)

Responsibilities:

• provide creative input/ideas regarding functionality and implementation of online services

• prepare detailed screen wireframes

• document functionality and appearance of screens

• research the web for existing approaches to design problems

• conduct usability testing studies, analyze findings, prepare reports

SDI Media Group
UI designer
March 2009 - June 2009 (4 months)

Responsibilities:

• Translate user requirements and business problems into creative and clean visual solutions while working within constraints of design standards

• Create detailed design and functional documents (mockups, prototypes, specifications) that effectively present visual and interaction design for technical development

• Work closely with usability team members to better understand users, test usability of features and conceptual designs, and refine designs to improve the user experience

• Assist in development of a user interface design style guide that incorporates the design elements used across product user interfaces, help to develop a visual design library for common user interface elements (buttons, icons, etc.) and conceive, document, and evangelize user interface guidelines and standards company wide

Tools: PhotoshopCS3, PhotoshopCS4, IllustratorCS3, Adobe Flex Builder 3, JIRA

Education

Kyiv University of Technology and Design
Specialist, Engineer of computer systems · (2002 - 2007)

British Higher School of Design
Intensive Course, Graphic design and visual communication · (2013 - 2013)