



👤 23 years

♀ Female

📍 Chişinău

## TOP Skills

- **Ui** · 5 years
- **Ux** · 4 years
- **Figma** · 1 year
- **Game Design** · 8 months
- **Fintech** · 2 months

## Preferences

- Full-time
- Part-time
- Hybrid
- Remote

## Languages

- **Romanian** · Fluent
- **Russian** · Fluent
- **English** · Medium
- **Chinese** · Elementary

## Skills

- Дизайн мобильных приложений
- Userflow
- Дизайн система
- Исследования
- JTBD
- Аналитическое мышление
- Продуктовый дизайн
- Работа в команде

**Datele de contact sunt contra cost. Detalii aici: <https://www.rabota.md/ro/prices/cv>**

# Product UI/UX designer

## About me

Product UI/UX Designer, with more than 4 years of experience in product design of web and mobile applications.

I understand how to create an interface with modern, minimalistic, and intuitive design based on research. My strong point is the ability to structure and optimize processes, which speeds up development by 20%.

I also enjoy working with large projects and complex systems.

- Figma
- Adobe Illustrator
- Adobe After Effects
- UI/UX
- Motion Design
- Blender
- Prototypes
- Axure
- Communication skills
- Adaptable
- Teamwork
- Attention to detail
- Project management
- Problem Solving

## Work experience

**UX/UI Designer** · INDRIVO · Chişinău

*October 2023 - Present · 1 year 7 months*

- Designed from scratch a design system for an admin panel for an insurance company, speeding up the creation of layouts by 200%
- Conducted more than 10 usability studies and prototype tests
- Structured the storage of projects in Figma for use by a team of 7 people (developers, project managers)
- Analyzed interface solutions of more than 3 competitors and found the best solution for the project

Skills: Figma, Ui, Ux

**UI/UX Designer** · Plasma RTI · Chişinău

*February 2024 - March 2024 · 1 month*

- IT
- Разработка нового продукта
- Дизайн-мышление
- CJM
- Тестирование пользовательского интерфейса
- UI/UX
- Usability
- Прототипирование
- Design
- Проектирование пользовательских интерфейсов
- Дизайн интерфейсов
- UI
- Figma
- UX

- Developed layouts for terminals in parking lots
- Found an optimal solution for getting a ticket and paying for a parking space

Skills: Ui, Ux

### **UI/UX Designer** · BPAY SRL · Chişinău

*August 2023 - September 2023 · 2 months*

- Redesigned the site, which increased conversion rates by 30%
- Searched for a 3D artist to create branded illustrations for the site
- Designed from scratch a personal user account
- Found an optimal solution for translations, thus making the interface easier for the user.

Skills: Ui, Fintech, Ux

### **UI/UX Designer** · BIL Games Team · Chişinău

*February 2023 - September 2023 · 8 months*

- Developed a design system for game elements, speeding up the creation of layouts by 70%
- Co-ordinated a team of 2 programmers and 2 artists
- Developed and wrote game mechanics, and thought out everything from details to what emotions the player should feel.

Skills: Game Design, Ui

### **Senior UI UX Designer** · GreenAnt · Amsterdam

*March 2023 - June 2023 · 4 months*

- Developed a website concept for a cryptocurrency site
- Managed a technical team of 3 programmers
- Developed a prototype site that helped win a grant of 10,000 euros.

Skills: Ui, Ux

### **UI/UX Designer** · Upwork · Ialoveni

*July 2020 - April 2023 · 2 years 10 months*

- Developed layouts for mobile apps and websites
- Collaborated effectively with clients to achieve the best result

Skills: Ui, Ux

### **Middle UX/UI Designer** · Imaginary Friends · United States

*March 2020 - April 2023 · 3 years 2 months*

- Collaborated effectively with marketing and development teams to achieve quarterly KPIs

- Managed a 3-person design team
- Developed from scratch 4 design systems for different projects, speeding up layout creation for the entire team by 150%
- Implemented 5 advertising projects for the company that brought in 5 new clients

Skills: Ui, Ux

## **Middle UX/UI Designer** · Fractal · United States

*October 2022 - January 2023 · 4 months*

- Built layouts (20+ pieces) for a cryptocurrency platform from scratch
- Wrote technical documentation for developers, thereby shrinking their work by 120%.

Skills: Ui, Ux

## **Desired industry**

- IT, Tech

## **Education: Higher**

### **USM**

*Graduated in: 2023*

Faculty: Matematică și Informatică

Speciality: Informatica Aplicată

## **Courses, trainings**

### **Веб Дизайн в Figma. Основы Ui Ux дизайна на практике**

*Graduated in 2022*

Organizer: Evgen Marfel

### **Веб дизайн в Figma 2022 Продвинутый уровень. Создание Ui Kit**

*Graduated in 2022*

Organizer: Evgen Marfel

### **UX дизайн в Figma. Ux аналитика проекта Ux для веб дизайнера**

*Graduated in 2022*

Organizer: Evgen Marfel

### **2D Рисунок Basic**

*Graduated in 2024*

Organizer: New Art School