



Olha Ksondzyk

UX/UI Designer

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Vinnytsia, Ukraine

SKILLS

- Interaction design (IxD)
 - UX research
 - Information architecture (IA)
 - Wireframing and UI design
 - Prototyping and testing
 - Design thinking skills
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- Can get along with anybody in 7 minutes
 - In my opinion, every problem can be solved
 - Obsessed with working in among cool team




TOOLS

-  Figma
-  Adobe XD
-  Adobe Photoshop
-  Adobe Illustrator
-  Zeplin
-  Invision
-  Jira
-  Miro

LANGUAGES

- Ukrainian Native
- English B2
- German A2
- russian C1 (trying to forget)

OTHERS

-  [Behance](#)
-  [LinkedIn](#)
-  [Telegram](#)

ABOUT ME

UX/UI Designer with 2+ years of design experience. Creativity is my second nature. But design is more than just UI. Therefore I work hard to understand stakeholders' individual objectives and offer my detailed decisions in UX design to solve real user problems.

WORK EXPERIENCE

Scalemate

January 2023 - June 2023

- Full immersion in a B2B marketing startup as the lead UX/UI designer;
- Gathering and evaluating user requirements in collaboration with UA managers and engineers;
- Illustrating design solutions using FigJam, Miro boards, roadmaps, journey maps, build wireframes and user flows;
- Developing the digital structure and media concept for the company like online content, including social media templates, and promotional artwork for a range of platforms (social, display advertising, websites);
- Involve stakeholders in the design process, run engaging design workshops, brainstorm marketing strategies;
- Developing UI kits, mockups and prototypes of sites, visuals for desktop, mobile platform interfaces that clearly illustrate how it function and look like;
- Conducting target audience research to identify key conversion triggers, helping the client to increase the site's effectiveness and confidently bypass competitors.

WeSoftYou Inc, Ukraine

June 2022 - November 2022

Worked on the company's internal product before development. My responsibilities have included:

- UX research (competitors' research, solution research, user journeys, Usability testing, conducting business interviews, information architecture, construction of various types of diagrams);
- participating in brainstorming and generate new ideas with a team;
- working with requirements, close work with BA;
- creating wireframes or high-fidelity (hi-fi) layouts (prototyping);
- Creation of UI concepts and implementation in Design System;
- preparing product MVP version for development.

Asta.Mobi, Ukraine

September 2021 - April 2022

My responsibilities have included:

- leading the UI design with accountability for the design system;
- collaborating on product, particularly working on Mobile Apps wireframes, prototypes, user flows, visuals for desktop and mobile;
- close communication with customers and stakeholders;
- working with user feedback.