



UI/UX Designer

Vadym Demyanenko

My name is Vadim, I am a UI/UX designer. I am finishing the UI/UX design course. I have experience working with such programs as: Adobe Photoshop, Adobe Illustrator, Figma, Adobe XD, etc. I create one-page sites (landings), full-fledged sites and their adaptations, mobile applications for both IOS and Android, web banners, design of social networks, prototypes and animations for sites or applications. Experience of working in a team, timely completion of assigned work, direct communication and communication with clients, ability to listen and translate what is desired into reality. If my candidacy suits you, contact me in any convenient way.

Contacts

- C:** +380984703195
- E:** d14222116@gmail.com
- Be** https://www.behance.net/vadim_g21
- in** [linkedin.com/in/vadym-demyanenko-19585625b](https://www.linkedin.com/in/vadym-demyanenko-19585625b)

Hard Skills

- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe XD
- Adobe InDesign
- Base HTML
- Base CSS

Tech Skills

Graphic design

- Logotype
- Posters
- Banners
- Corporate identity
- Layouts for printing
- Design of packaging products

UI/UX design

- Landing
- Website
- Web banners
- Redesign of the site
- Mobile application on IOS
- Mobile application on Android
- Prototypes of sites and applications
- Animation in Figma
- Prototype

Soft Skills

- Direct communication with the client
- Responsible attitude to the task
- A calm attitude towards criticism
- Always ready to learn new things
- I listen to the advice of experienced workers

Work/Pryctic Experience

Freelance

March 2023 - May 2023

Experience as a freelancer

I worked as a freelancer on UpWork for a short period. After working there for a while, I realized that it is quite difficult to advance and find a client as a freelancer. However, I felt a lot of competition there. But despite all the difficulties, I still found a client from Canada and successfully redesigned the brand.

Highmont(creative agency)

Desember 2021 - March 2022

Production practice in graphic design.

Production practice in graphic design.

Practice included designing logos, business cards, booklets, posters, banners, social media design, YouTube. Here I met with clients personally, discussed aspects and requirements for a creative task and learned to communicate with them.

The Museum of Typography by Yiannis and Eleni Garedakis

Desember 2022 - March 2023

Graphic design.

I registered for an international competition at the Museum of Typography in order to test my skills. I made a poster based on the given topic. It was interesting to feel the competition and watch the works of other participants. Despite the fact that my work did not make it into the top thirty, I was glad to get such experience and further improve my skills.

 https://drive.google.com/drive/folders/1yrsU91fB_-iVto4kg2sj-eZOOXuw1Ekf?usp=drive_link

UI/UX Experience

Web Banners

One of the first tasks on my way was the development of 5 packs of advertising banners for 5 themes in different sizes.

Be <https://www.behance.net/gallery/163791001/Web-banners>

Social Media

Design of social networks. Logo design for avatars, pinned story icons, mockups and post design.

Be <https://www.behance.net/gallery/164336261/Social-media>

Be <https://www.behance.net/gallery/164336625/Social-media-design>

Landing Page

Landing page design development for online graphic design courses. My first job was related to website development. Created with respect to style, basic UX principles, font hierarchy and other important details.

Be <https://www.behance.net/gallery/165739639/Online-course-of-graphic-design>

Site Design/Redesign (Group project)

Redesign of the cinema site. Worked together with the team, each on their own blocks, adhering to the single chosen style and principles of UI/UX. I was required to redesign the main page, header, footer and profile page.

Be <https://www.behance.net/gallery/168944259/Redesign-Site-of-cinema>

IOS App Design

Development of the design of the app for IOS. It was mandatory to study the Human Interface Guidelines and, based on the knowledge, create an app that would fully meet the requirements of the IOS operating system.

Be <https://www.behance.net/gallery/171339291/InManga-iOS-app-for-reading>

Education

Kyiv University of Culture

**Design and advertising
Graphic design
UI/UX**

September 2020 - June 2024 | Ukraine

LevelUp

Web UI/UX Designer

December 2022 - May 2023 | Ukraine



GoIT

Basics of Web UI Development

September 2022 - September 2022 | Ukraine

GoIT

Basics of UI/UX

October 2022 - October 2022 | Ukraine

Lviv IT School

Basics of Web UI Development 2020

December 2021 - June 2022 | Ukraine