



Viktor Makhankov

Mobile UX/UI Designer

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## Summary

- I am a member of Interaction Design Foundation (Kiev);
- I developed UX/UI designs for mobile applications & games for iOS and Android;
- I've sketched, visualized and prototyped my designs in InVision, Principle, Axure RP;
- I work with the majority packages of raster and vector graphics;
- I took an active part in several successful start-up projects;
- I worked in the international companies;
- I have more than 18 year experience in Design.

## Experience

**SENIOR UX DESIGNER | LEADSLAB SP. Z O.O. | WROCLAW, POLAND – SEPTEMBER 2017-NOW (1 YEAR 5 MONTHS)**

*Remote position. Working directly with business owners and others stakeholders of marketing products, conduct user interviews, based on this information creating user stories, personas, lo-fi and hi-fi prototypes, conduct moderated and not moderated usability tests remotely, preparing documentation (tasks, questions, reports) and reviewing on site usability tests, preparing assets for implementation for developers, conduct A/B tests and others.*

**LOCAL LEADER OF KYIV, COUNTRY MANAGER OF UKRAINE AT INTERACTION DESIGN FOUNDATION – JAN 2017 - NOW (1 YEAR 11 MONTH) [WWW.INTERACTION-DESIGN.ORG/VIKTOR-MAKHANKOV](http://WWW.INTERACTION-DESIGN.ORG/VIKTOR-MAKHANKOV)**

*As Local Leader of Kyiv I conduct regular UX Meet-ups for local IDF community, preparing presentations about various topics from UX world.*

*As Country manager I care about: that the IDF community develops in other cities of Ukraine, I hire local leaders in other cities, I help them conduct Meet-ups and grow the IDF community in other cities in Ukraine.*

**UX CONSULTANT AND PM AT INSURANCE SUPERMARKET | TORONTO, CANADA. – JANUARY 2018 - SEPTEMBER 2018 (8 MONTHS)**

*Remote position. Creating online marketing tools based on UX for collect marketing qualified leads for different markets like insurance, loans, crypto currency and others. I worked also as PM at car loan project and managed a team of developers. We used Scrum for this project.*

*Working directly with business owner and others stakeholders, conduct user interviews, based on this information creating user stories, personas, lo-fi and hi-fi prototypes, conduct moderated and not moderated usability tests remotely, preparing documentation (tasks, questions, reports) and reviewing on site usability tests, preparing assets for implementation for developers, conduct A/B tests and others.*

**SENIOR UX/UI DESIGNER AT EKINETX (SHM, PHM) | SAN DIEGO, CA, USA. – MARCH 2016 - DECEMBER 2017 (1 YEAR)**

Remote position via [hubstaff.com](http://hubstaff.com).

eKinex is a sport management software. Summit Healthcare Management (SHM) and Private Healthcare Management (PHM) are healthcare insurance systems related to Medicare Insurance.

Working directly with business owner and others stakeholders, conduct user interviews, creating user stories, conduct user research, creating personas, creating lo-fi and hi-fi prototyping, conduct moderated and not moderated usability tests remotely, preparing documentation (tasks, questions, reports) and reviewing on site usability tests, preparing assets for implementation for developers, conduct A/B tests.

**SENIOR MOBILE UX/UI DESIGNER BY PROJECTS: QTEHCH, QOOCO.**

*User Experience Design and Prototyping:*

Conducting usability tests, sketching and prototyping improved UI, preparing assets.

**MOBILE UX DESIGNER & ART PM AT ILOGOS EUROPE | KIEV, UKRAINE. – NOVEMBER 2015 - NOVEMBER 2016 (1 YEAR)**

*User Experience Design and Prototyping for mobile games:*

- Creating visual design for mobile games for iOS and Android;
- Sketching, visualizing and prototyping my designs in InVision, Principle, Axure RP;
- Producing assets and visual design specifications;
- Work with developers to implement my designs.

*As Art PM:*

- Creating art part of GDD (Game Design Document), Art Style Guide;
- Creating wireframes & sketches for mobile games;
- Art management for local and remote art teams for mobile games;
- Interaction between my company with customers and partners;
- Management of art tasks for partners;
- Cooperation between local tech team and remotely art team.

**MOBILE UX/UI DESIGNER AT MAILPLUS (NETHERLANDS) – MARCH 2014 - SEPTEMBER 2015 (1 YEAR 3 MONTHS) ZOETERMEER, NETHERLANDS & KIEV, UKRAINE. OUTSTAFFING AT DAXX KIEV.**

UI Design and Prototyping for mobile applications for iOS & Android in MailPlus.

- Creating visual design for mobile apps for iOS (iPhone & iPad) and Android (phones and tablets);
- Sketching, visualizing and prototyping my designs in Axure RP;
- Producing assets and visual design specifications;
- Work with developers to implement my designs.

**MOBILE UX/UI DESIGNER BY PROJECTS AT SELF EMPLOYED – MAY 2013–SEPTEMBER 2014. KYIV, UKRAINE**

- User Interface Design and Prototyping for mobile applications for iOS & Android – for Symantec.
- Sketching, visualizing and prototyping;
- Work with developers to implement my designs;
- Analysis of User Preferences;
- etc.

**MOBILE UX/UI DESIGNER AT CLEVER MOBILE (KRAKOW, POLAND) – DECEMBER 2011–APRIL 2013. OUTSTAFFING. KIEV, UKRAINE**

- User Interface Design and Prototyping for mobile applications for iOS & Android – Calculator Android; PDF Reader (Android & iOS); Pocket (iOS & Android); Thermometer (Android); Sound Profile Manager (Android); Launcher (Android); Gratis (iOS); Launcher (Android); Genius List (Android);
- Usability Research;
- Analysis of User Preferences, Market Analyst;
- etc.

**UI DESIGNER BY PROJECTS AT JAGUAR FREIGHT (NEW YORK, USA) – DECEMBER 2011–JULY 2012. OUTSTAFFING. KIEV, UKRAINE**

- User Interface Design and lo-fi and hi-fi prototyping in Axure;
- Usability Research;
- etc.

**UX/UI DESIGNER, ART DIRECTOR, INDEPENDENT PHOTOGRAPHY PROFESSIONAL – JANUARY 2009–MARCH 2014. KIEV, UKRAINE**

Business owner, my services are:

- UI design for mobile applications - iOS, Android.
- Printed products development from photo and design to print.

**ART-DIRECTOR AT EDIPRESSE UKRAINE – MARCH 2007–MARCH 2010. KIEV, UKRAINE**

Art concept of magazines development: "Favorite summer residence", "Private house", "Cozy apartment».

**ART-DIRECTOR OF «THE BUSINESS MAGAZINE» AT PEREKHID PUBLISHING HOUSE / ATLANTIC GROUP – MARCH 2003–MARCH 2007. KIEV, UKRAINE**

Organization and management of the art department (5 people), staff recruitment. Development of «Delovoy» («The business») magazine and Mercedes magazine.

**DESIGNER AT ELO LTD – MARCH 2002–MARCH 2003. KIEV, UKRAINE**

Graphic works for various clients.

**DESIGNER, ART-DIRECTOR AT P5 COMMUNICATIONS – MARCH 2001–MARCH 2002**

Graphics support of a portal [www.HyBce.com](http://www.HyBce.com).

**UI DESIGNER, ART-DIRECTOR AT GALA.NET – MARCH 2000–MARCH 2001**

Graphics support and UI development of Gala.net, GalaRadio.com, [www.ing.com](http://www.ing.com), [www.ingfn.com.ua](http://www.ingfn.com.ua), [www.INGfn.com](http://www.INGfn.com), [www.INGfn.sk](http://www.INGfn.sk).

**DESIGNER AT «PC WORLD» UKRAINE – JANUARY 1996–MARCH 2000**

The designer in the publishing house.

## Education

Professional education in **The Interaction Design Foundation** (<https://www.interaction-design.org/viktor-makhankov>):

- **User Research – Methods and Best Practices;**
- **Conducting Usability Testing;**
- **Mobile User Experience (UX) Design;**
- **Web Design for Usability;**
- **Human-Computer Interaction - HCI;**
- **User Experience: The Beginners Guide;**
- **UX Designer from scratch.**

National Technical University of Ukraine 'Kyiv Polytechnic Institute'

**Master's degree**, Printing Design & Management, 1994 - 2000

**Bachelor's degree**, Computer Science, 1994 - 1998

## Skills

Sketch 3, InVision, User Research, Usability Testing, Usability Evaluation, User Experience (UX) Design, Mobile UX Design, Graphic Design, Photoshop, Adobe Creative Suite, Axure RP, iOS UI Design, Concept Development, Information Architecture, Advertising, User Interface Design, CSS, Logo Design, HTML5, JavaScript, InDesign, Illustrator, Layout Design, Art Direction, Newspaper Design, Web Design, Typography, Color Correction, Color Management, Web Interface Design.

## Certifications

UX Clan (<http://ux-clan.org/>) – Design Thinking + UX Design, December 2014.

International Ericsson University–Coaching in human resource management, 2008.