

Iva Kirova | Resume

UX/UI Designer based in Berlin

UX/UI designer with a background in visual art, passionate about accessibility and inclusion. Skilled in juggling multiple projects and using creative problem solving to produce out-of-the-box solutions. Experienced in communicating complex ideas & processes in a concise & accessible manner.

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Education

August 2020 — January 2021 / CareerFoundry UX Design Course

- Completed more than 40 hours a week of instruction and independent work to design a responsive web app. (see [case study](#))
- Applied User-Centred Design method working on the whole UX design process from User Research, Business Requirements, Usability Testing, Iterative Wireframing and Prototyping to Design Documentation.

2012 — 2014 / Master of Fine Arts “Public Art and New Artistic Strategies”, Bauhaus-Universität Weimar, Germany

- Developed over 10 site-specific art projects in multiple locations including Weimar, Leipzig, Mostar.
- Conducted extensive research on local socio-political context and came up with public projects to present to local audiences. (see [art practice](#))

2008 — 2012 / Bachelor of Visual Arts “Photography and Graphic Design”, New Bulgarian University, Sofia, Bulgaria

- Mastered composition of visual elements to evoke emotional response, developed an eye for details and became proficient in design tools.

Skills & Tools

Creative Thinking
Problem Solving
User Research
Information Architecture
User Flows
Usability Testing
Design Language
Wireframing & Prototyping

Figma
Adobe XD
InVision
Photoshop
InDesign
Illustrator

Experience

June 2018 — June 2020 / Ticket Office Coordinator at Jewish Museum Berlin

- Responsible for greeting visitors, answering questions and selling tickets to ensure they have their needs met and are set for a positive museum experience.

June 2016 — January 2018 / Art-mediator at KW Institute for Contemporary Art Berlin

- Led guided tours around changing contemporary art exhibitions to engage visitors in one-on-one conversations and elicit a deeper understanding of the artworks, increasing the positive reviews of overall satisfaction by 10%.

September — November 2018 & 2019 / Graphic Designer for DICE Festival Berlin

- Created exceptional social media visuals to highlight participating artists and event program increasing social media followers and engagement by 40%.

May 2016 — September 2018 / Event Manager at Art Spin Berlin

- Secured state funding for a bike-art tour by writing a successful funding & sponsorship proposals.
- Kept an overview of allocated tasks in a team of five, prioritized individual and team efforts in meeting deadlines for a successful event with more than 10 artists, 5 art event spaces and 300+ participants.

August 2014 — November 2016 / Visual Artist in FREIZEIT art collective

- Facilitated the communication between team members to build on each other's strengths and produced site-specific installations and performances.