

## Summary

Digital Product Designer working on the intersection of new technologies. I produce problem-solving solutions helping people and businesses make better products and services.

## Experience

**2020 - 2022**

### **Lead Designer**

Galaxy Systems - Project Stardust

Galaxy Control Systems is a global leader in the access control industry. As a Lead Designer on the project, I was hired to work in collaboration with the Product and Engineering teams in order to bring Galaxy software offering to the next level. Our team needed to create software that was easy to use, extensible, and support the latest technologies.

**2017 - 2022**

### **Product Designer**

ARt House - iOS, Android

Art House helps brands tell stories behind their products using augmented reality and art. I advised the Art House team on all aspects of the development process, including research, design, technology stack, and business strategy.

Together with project managers and founders, we set project goals, created timelines, and devised plans to ensure successful execution. In addition, I worked with a team of mobile and web developers, guiding them through the handoff process and offering design solutions that effectively solved problems and enhanced business goals.

**2016 - 2019**

### **User Experience Designer (AR, VR)**

Sensorama Lab

Sensorama Lab is a research and development innovation lab that focuses on AR, VR, and virtual production. I had the privilege of collaborating with Sensorama on several projects, including the Chornobyl 360 virtual reality documentary, City X - an educational platform for children to learn design thinking, XRPort VR Arcade, among other exciting ventures.

**2017 - 2018**

### **Web Designer**

Giantsource Inc.

While at Giantsource, I worked as a UI/UX Designer developing a portfolio of domains for the Green, Solar, and Cannabis space. I collaborated with Giantsource on designing and building weed.com, camping.com, solar.com, hike.com, and other lucrative domain names. Unfortunately, due to internal events in the company, the work never saw the light of day.

**2014 - 2016    UI/UX Designer Intern**

Rocketmade

I worked in a fast-paced Agile development company as a mobile UI/UX designer where I led the design effort for several mobile products.

- Worked in collaboration with the senior project manager to define project goals and establish a timeline and plan to achieve them.
- Collaborated with cross-functional teams to achieve project goals in a timely and effective manner.
- Offered design solutions that effectively solved problems and enhanced business goals.

**2014    Web Designer Intern**

Utah Tech University

During my studies, I took a part in the creation of my university's website [www.utahtech.edu](http://www.utahtech.edu)

**2013    Interaction Designer Intern**

TouchMe

In my first internship, I got hands-on experience in designing peculiar interactive projects, working with projection mapping and motion sensing input devices such and Microsoft Kinect and Leap Motion. Helped to adapt the City X project for Ukrainian audience to teach the process of design thinking to kids.

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**Education**

**2011 - 2017    Utah Tech University, BA in Computer Information Technology / Digital Design**

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**Awards**

**2017    Reality Virtually Hackathon**

*MIT Media Lab*

Our team won Reality Virtually Hackathon at MIT Media Lab. We created an augmented reality navigational experience for the visually-impaired population. We won in 3 categories - including vr/ar for good, best everyday mobile hack, and best leadership.

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**Languages**

English, Ukrainian, Russian

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**Skills**

User Experience   Interaction Design   UI Design   Research   3D  
Augmented Reality   Virtual Reality   Visual Design   Web Development  
Figma   Dovetail   Miro   Blender   Adobe Suite   Swift UI   Webflow