Nikita Danchenko

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**Designer**

**UX/UI | Digital Design | Information Architecture**

Results-driven and multitalented Designer with strong passion across creative design and extensive knowledge in UX/UI and front-end web development. Skilled in designing and implementing on-message, effective creative projects from concept through completion for an array of clients. Exceptional collaborative and interpersonal skills; able to build exceptional rapport with clients, driving successful product life cycles and coordinating graphical and design changes.

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| **Software:** | Sketch, Figma, Invision, Axure, LucidChart, UXpin, Principle, Flinto, Origami, Kite, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Web Strom, Keynote, Slack, Zeplin, Abstract, Pencil and Paper. |
| **Skills:** | UX/UI Design, Interaction Design, Motion Design, Visual Design, Design System, Information Architecture, Illustration, User Experience, User Interface, User research, Strategy, Web Design, HTML/CSS, Design Leadership, Product Design, Graphic Design, Cross-Functional Collaboration, Quality Control, iOS and Android. |

**Professional Experience**

**CBS Interactive** – Burbank, CA

**Product Designer,** 1/2020 to Present

— Create end-to-end user experience and user interface design across the full user journey, including onboarding, wireframes, prototypes to polished UI designs with motion; — Make pixel precise designs that are on brand and are created based on product; — Collaborate with cross-functional teams, including engineering, product, and research; — Work on the interface with live streams and live shows.

**Bullhorn** – Long Beach, CA

**UI/UX Designer,** 2/2019 to 1/2020

— Collaborate with the engineering team to create visual design, UX/UI and development for mobile app;   
— Created new UI system that addresses current users prominent pain points;   
— Created an on-boardi ng flow that gives users a clear understanding of the platform;   
— Validated project quality through appropriate quality assurance testing;  
— Developed intuitive, high-quality products using feedback from end users and software developers;  
— Collect and analyze quantitative and qualitative beta testing data to improve product releases;

— Create informational architecture, low & high-fidelity wireframes, mockup, prototyping and define the style guide.

**FreeConferenceCall.com** – Long Beach, CA

**UI/UX Designer,** 5/2018 to 2/2019

* Design user interfaces for websites and web applications;
* Define user personas and scenarios to develop better strategic decisions for key audiences;
* Manage multiple internal and projects simultaneously with strict deadlines;
* Create high-fidelity prototypes used to test product features and user flows;
* Lead designer from concept to development hand-off and QA;
* Work with the engineering team to make updates and corrections on different iterations of the site.

**Leazard** – Los Angeles, CA

**UI/UX Designer/Digital Designer,** 5/2017 to 4/2018

Leverage finely honed creatively skills to design UX/UI wireframes, as well as create website content, sales demos, and custom homepages that are fully interactive and mobile friendly. Tasked with the full creation and implementation of the company website, ensuring style guide was created with all design assets and references for developers. Utilize strong knowledge of HTML and CSS to complete the site.

* Successfully established the corporate identity of the brand, which included both the logo and company website.

**WOW Bar** – Samara, Russia

**Lead Product Designer,** 9/2013 to 4/2017

Conceptualized, designed, and modified consumer products to evaluate product feasibility and ensure compliance with all requirements. Designed consumer-friendly and on-trend products to achieve all customer objectives and preferences, resulting in accelerated revenues. Prepared packing design, created poster designs in social networking formats, and developed menu. In addition, organized all photo shoot sessions.

* Commended for developing the brand from scratch, as well as the concept and strategy, which now generates a high volume of business.

**Voronoi** – Samara, Russia

**Graphic Designer,** 5/2012 to 9/2013

Held concurrent responsibility for the creation of brand-books and guidelines, development of logo graphic design, as well as visual identity. Implemented every step of pre-press. Interfaced with clients to ensure optimal levels of satisfaction.

* Acknowledged for excelling within a deadline-driven, time-sensitive work environment.

**UPG Sport** – Samara, Russia

**Web Designer,** 7/2010 to 4/2012

Executed all visual design stages from concept to final hand-off to engineering. Conceptualized original website design ideas to bring simplicity and user friendliness to complex roadblocks. Created and designed advertising banners in compliance with corporate identity. Ensured all files were organized, exported in the appropriate format, delivered on-time, and that a strong rapport was built with other departments.

**Education**

**Advertising & Marketing Specialist**, Samara State Institute of Culture, Samara, Russia, 2015

**Graphic Designer Specialist**, Samara Professional Teacher Training College, Samara, Russia, 2009