



Vladimir
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SKILLS

HCI METHODS

User-centered Design
Information Architecture
Rapid Design Prototyping
Heuristic Evaluation
Competitive Analysis
Survey Design
Usability Testing

DESIGN & TOOLS

Adobe Suite: Photoshop,
Illustrator, XD & InDesign
Sketch
InVision
Principle
Unity
InDesign

PROGRAMMING

HTML
CSS
JavaScript
Python
C#

LEADERSHIP

Peer Coach: UM Career
Development Office

Officer, Student Organization
for Computer-Human
Interaction

Chapter Designer, World
Information Architecture Day

Design Director, Engineering
Council at University Of Illinois

EDUCATION

University of Michigan - Apr. 2019

Ann Arbor, Michigan

- GPA: 3.90
- M.S. in Human-Computer Interaction

University of Illinois - May 2017

Urbana-Champaign, Illinois

- GPA: 3.20
- B.S. in Psychology

AWARDS

On The Spot Award - State Farm
Jul. 2018

Dean's List at University of Illinois
May 2017

Engineering Council Award
Jan. 2017

US Foreign Language Area Study
Aug. 2016

WORK EXPERIENCE

UX Design Intern - State Farm

Atlanta, Georgia - May. 2018 – Jul. 2018

- Introduced an iteration process using collaboration tools that improved designer to developer handoff by 70%
- Designed and facilitated workshops to instruct product teams on how to optimize their workflow using InVision in order for quicker handoff
- Created a new acquisition flow using InVision and Sketch for a new product in order to enhance the customer experience

Business Analyst Intern - Aon Service

Chicago, Illinois - Jun. 2016 – Aug. 2016

- Developed a standard process for User Acceptance Testing by interviewing and researching on past methods in order to increase efficiency
- Designed a dashboard for a new initiative to productivity for interns
- Using Photoshop, described specific design differences between Automotive ID cards for improvement

PROJECTS

UX Designer - Plate Forward

Chicago, Illinois

Google Sprint collaboration with a non-profit to launch a new product

- For volunteer week, my team and I, researched, designed, tested and launched a prototype of a new product for a non-profit in Chicago
- Went from sketches to wireframes to a functional prototype using a content management system in less than 3 days
- Ran user interviews and user tests with 6 customers with sketches and a high-fidelity prototype

UX Designer - Quick Up

Ann Arbor, Michigan

A mobile application that connects students to play sports together

- Used paper prototyping to iron out a basic flow before upgrading to a high-fidelity design and prototype
- Researched physical activity with college students to come up with a technical solution to promote exercise.
- Employed participatory design to keep my users at the forefront of the design decisions