VALERIA KUROLAPOVA

UX/UI designer
5 years of experience

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Linkedin
My portfolio

SKILLS

- Requirments analysis
- User research (interviews, surveys, usability testing)
- Competitors analysis
- Analytics
- Generating research reports
- Information architecture
- Wireframing
- Prototyping
- UI design
- Responsive design
- Presentation of my design solutions to the team and stakeholders
- Collaborative work (with BAs, POs, PMs, developers)

TOOLS

- Figma, FigJam
- Miro
- Adobe Ps, Ai, In, Ae
- Jitter
- Google Slides, Sheets, Forms
- Typeform
- Hotjar
- Google Analytics
- Zoom
- Webflow

WORK EXPERIENCE

November 2021 - June 2022

Wesoftyou – Product Designer

Worked on:

1. A web application created to set up equipment that tracks and analyzes customer actions. I was involved in the project as a product designer to maintain existing system and work on new complex features. I worked closely with a product team using scrum framework. My key areas of responsibility were:
- Analyze technically complex requirements, translate them into ux/ui requirements.
- Conduct research.
- Partner closely with product managers, BA and engineers.
- Prototype and test my design decisions.
- Work on Visual design while maintaining existing styles and components and creating new ones.
- Present and discuss design solutions to stakeholders and the team.
- Support at the development and QA stages.

2. Web application (startup) for business analysts, project managers and product owners, designed to work on requirements before the development stage. The product had no requirements, nor a clear concept, just an idea without a defined vision. Key responsibilities:
- Conduct stakeholder interviews to identify initial requirements and a product vision.
- Conduct expert interviews to analyze the potential audience. Form reports.
- Conduct a CVP workshop based on user research (generate a preliminary list of requirements, create a priority matrix to define the MVP features)
- Partner closely with experts to learn the the specifics of requirements handling.
- Brainstorm with the team to generate ideas for initial prototypes with a basic feature set (for MVPs) in mind.
- Create key user flows
- Create low- and medium-fidelity prototypes for key user scenarios
- Test prototypes, analyze results
- Hand over the data and files to the UX/UI designer for further iterations.

EDUCATION

2022

Uxcel - designing for accessibility
Uxcel - common design patterns
Uxcel - mobile design
GoIT - html, css basics marathon

2021

Udemy – how to design for accessibility
Domestica – UX Research 101
Domestica – UX Design
Awwwards - how to webflow like a boss
Sochnik – mobile app design

2020

Tubik academy – ux/ui course

2019

Amuse design conference

2017

WebdesignGuru – web design course

3. Applications (adds-on) for the project management platform. For these projects, I was responsible for redesigning existing applications and did the following:
- Current apps audit.
- Competitor analysis.
- Usbility testing.
- Present and discuss research finding to stakeholders and the team.
- Work closely with the customer's development team to identify technical limitations.
- Develop prototypes based on the study results.
- Usability testing (new version), revisions based on the test results.
- Create hand-off docs for developers.

August 2018 - October 2021

DesigningIT – UX/UI Designer

I worked on various projects as a solo designer.

Handling projects from start to finish, I had the opportunity to work on:
- Collecting and analyzing requirements
- Competitors analysis
- Content creation
- Creating sitemaps
- Wireframes
- Moodboards
- Visual design (UI design)
- Interactive prototypes
- Style guides
- UI animations
- Brand Design (logo, presentations, print design)

May 2018 - July 2018

WebdesignGuru – Internship after webdesign course

I worked on Websites and Landing pages design. I got experience in:
- working with product manager and developers
- creating wireframes
- creating visual mockups
- preparing files for developers