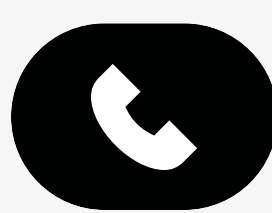




SOFIA BORTNIK

UI/UX DESIGNER

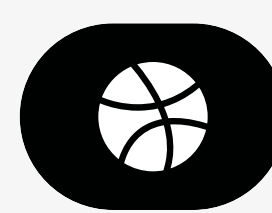
 Mykolaiv, Ukraine / Remote

 +380637908946

 hellojsny@gmail.com

 LinkedIn

 Website Portfolio

 Dribbble

UI/UX designer with 4 years of commercial experience in designing and delivering digital solutions across various industries. I specialize in UI design that combines aesthetics with functionality.

WORK EXPERIENCE

UI/UX Designer I Pixelhunt (2020–Current) - Full Time/Remote

In my role, I was responsible for designing and implementing user interfaces focused on ease of use and intuitiveness.

- Researching and identifying best practices for design development based on user needs.
- Designing business-oriented websites aimed at attracting and retaining customers.
- Creating low- and high-fidelity wireframes, as well as interactive prototypes to visualize and test user flows.
- Designing business-oriented websites aimed at attracting and retaining customers.
- Adapting designs for different devices, ensuring a seamless experience across all screen sizes.
- Developing and maintaining design systems, patterns, and guidelines to ensure product consistency and scalability.
- Developing and maintaining design systems, patterns, and guidelines to ensure product consistency and scalability.
- Collaborating closely with product managers, developers, and SEO and CRO specialists to ensure design concepts were accurately translated into the final product and met key functional goals.

My work was focused on creating effective, user-friendly, and visually appealing solutions that supported business objectives and improved the overall user experience.

UI/UX Designer I Sladko.Agency (Sep 2019 - Jan 2020) - Full Time/Office

As a UI/UX designer, I gained valuable experience in creating and improving interfaces. This experience helped me develop key skills and dive into real projects, receiving feedback and guidance from more experienced professionals.

- Assisting in the development and adaptation of designs for websites and mobile apps, focusing on enhancing the user experience.
- Designing graphic elements like icons and buttons, prioritizing usability and intuitiveness.
- Collaborating closely with more experienced colleagues, such as designers, developers, and product managers, which allowed me to learn a lot through hands-on experience.
- Collaborating closely with product managers, developers, and SEO and CRO specialists to ensure design concepts were accurately translated into the final product and met key functional goals.

Language: English (A2)

EDUCATION

I am passionate about learning and constantly improving my skills. I believe that staying curious and open to new ideas helps me create better designs. I'm always looking for opportunities to grow and keep up with the latest trends in UI/UX design, which allows me to deliver user-focused and effective solutions.

Google Course - Foundations of User Experience (UX) Design

Mastered fundamental UX design concepts, including user-centered design, design thinking, and the importance of accessibility and equality-focused design. Developed the ability to create inclusive, user-friendly interfaces that address diverse needs and ensure equal access to products and services.

Google Course - Start the UX Design Process: Empathize, Define, and Ideate

Gained expertise in the core stages of the UX design process, including empathizing with users, defining their pain points, and ideating solutions. Created empathy maps, personas, user stories, and user journey maps to better understand user needs, and formulated problem statements to develop effective design solutions.

Spline Mini - Author's Course

Developed skills in 3D design and creating interactive elements using Spline. Learned to build immersive and visually engaging experiences, integrating 3D objects into interactive digital solutions for various platforms.

Current Studies - Product Design Fundamentals (Free Course)

I am currently studying the Product Design Fundamentals course, which teaches the key steps in the product design process. This includes understanding user needs, defining problems, brainstorming ideas, and creating prototypes. I am learning how to conduct user research, prioritize features, and test solutions. The course focuses on finding a balance between what users want, what the business needs, and what's technically possible, helping me design practical and effective products.