Senior UI/UX designer

Alina Rakhimova

Date of birth: 22.10.1986
Address: Kyiv, Ukraine
Languages: Russian/Ukrainian (native), English (Upper-Intermediate)

Contacts

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Portfolio

www.rahimova.com/en

www.behance.net/rakhimova-alina

Education / training

2022 July - 2022 November	Beetroot Academy	Project Management в IT
2018 October - 2018 December	School of Visual Communication, Ukraine, Kyiv	School of Visual Communication, ArtDirection
2017 March - 2017 June	Projector school, Ukraine, Kyiv	UI. Digital Communications Design
2015 February - 2015 April	WEYUP	web coder: freelance code
2004 September - 2009 June	Chernihiv National Technological University (ChNTU)	Faculty - Computer systems and networks

Professional tools

Figma	Zeplin	Jira	Adobe Photoshop
FigJam	Principle	Trello	Adobe Illustrator
Maze	Hotjar	UTrack	

Skills

Clickable Prototypes	A/B testing, user testing	Responsive design	Attention to details
Personas	Google Analytics	Adaptive design	Mind Maps
User experience	Research and discovery	Mobile design	HTML & CSS
User empathy	Information architecture	Wireframes	Time managment
User stories	Interaction design	Design system	Mentoring of UX/UI designers

Experience

2022 January - Until now	Freelance	Senior UI/UX designer
2021 February - 2021 December	Porta One (portaone.com), Provider of software solutions for the telecommunications and utility industries	Product Designer
2015 June - 2020 October	Wizardry (wizardry.ua) Custom Web Production Studio	UI/UX Lead Designer
2013 July - 2015 June	Aweb (aweb.ru) Internet Marketing Company	UI/UX Designer, Lead Designer
2012 June - 2013 July	Green Flip-Flop, Web Studio	Middle UI/UX Designer
2012 February - 2012 June	Internet Development Group Indigo	Junior Designer

Key competencies

Analytics and interface design. Experience in users insights research, information architectures development, thinking through client scenarios and CJM maps creation. Creating interactive prototypes of user interfaces, including those of increased complexity for B2B and B2C projects. Focusing on the user and their interaction with the product. I help clients to solve their problems with the product so they can reach their goals and the business sees growing metrics and good feedback from users after changes in the interface solution. I solve business problems as efficiently as possible through the prism of visual perception.

Development of creative concepts. Briefing, art assignments drafting, page concepts and master layouts development, UI-kit packages and icons design. The set up of Wow animations scenarios for front-end teams.

Development of design layouts. Responsive web design, mobile design, application and product design, user interface development. Search, development and implementation of custom design solutions. Great attention to detail. My experience and acquirements instil love of visual design and desire to create just the best products.

Control of design implementation at all stages of production. Quality control over interfaces implementation by developers at each stage of production until the project is launched. Ability to work on several projects simultaneously.

Hobby / About me

2020 March - Until now	In my spare time, I teach at Beetroot.academy, a UI / UX Design from scratch course, because I enjoy sharing my knowledge, seeing student progress, and getting positive feedback.

I am always ready to try something new and discover more opportunities in the field of web and mobile products. I consider myself to be a hard working, reliable person, working with passion and desire to make all projects surprisingly easy to use. I follow the latest trends in web and graphic design. I like to attend various design events and lectures. And I go in for sports.