

Alina Khabachova

Looking for **Product Designer** and **UX/UI Designer position**
Location: London, UK (**have the right to work in the UK**)

Portfolio: alinakhabachova.com [↗]
Linkedin: [in/alinakhabachova](https://www.linkedin.com/in/alinakhabachova) [↗]
Email: akhabachova@gmail.com [↗]

Summary

I am a multidisciplinary designer with a focus on UX/UI and Brand Identity based in London with a background in software development. I have a passion for generating creative ideas, solving problems by meaningful design solutions. My approach is thinking, researching, analysing, sketching, designing, collaborating and refining.

Over the past 6 years of my career, I've got a good understanding of the product development process, experience in research and analysis, worked across visual identity and print. My expertise lies in domains such as education, e-commerce and life-sciences, I also have worked with B2B and B2C products.

Experience

Freelance Designer 2016 – Present

During these years I've been working as a freelance designer doing both digital and graphic design for local businesses in Ukraine (projects include Print design, Illustrations and Websites)

Eagle Genomics Ltd. UX/UI Designer (R&D team) April 2022 – April 2023. London, UK Sep 2021 – April 2022. Kyiv, Ukraine

SaaS product, Life Sciences, Biotechnology
Research, AI

Leading design solutions for multiple projects. Close collaboration with the product, engineering, design teams, data scientists, bioinformatics and product owners. Conducting interviews with stakeholders. Turning business needs into design solutions. Conducting UX research, competitors review and user interviews. Working with vague and fast-changing requirements. Scoping, sketching, rapid prototyping, refining ideas. Leading UX/UI review, presenting designs. Creating user flows, wireframes from low to high fidelity. Design delivery to engineers.

Worked for such clients as Unilever and Cargill.
Successfully shipped MVP and it was improved based on insights from user interview and upgraded with new scope in further versions.

Epam Systems Experience Designer May 2017 – Dec 2019. Kharkiv, Ukraine

B2B, B2C, eCommerce Industries, Life Sciences, Intranet, 8 Epam's Internal Systems, Web Design, Graphic Design

Work on new features injection, improvements, redesign. Design and prototype delivery to internal teams, clients. Establishing effective communication and design process. Collaborating with designers, engineers, product owners, stakeholders and business analysts. Taking part in workshops. Collecting and applying business requirements to design. Ideating and iterating design solutions. Crafting user experience with IA, user flows, wireframes. Creating interactive prototypes, visual design, illustrations. Design presentations to clients. Documenting components and guidelines. Creating promo print production for conferences. Presentations and infographics design.

Worked for such clients as Holt Renfrew, General Electrics and Cytiva and delivered designs for EPAM's internal products

Epam Systems Junior Software Engineer/ Visual Designer Intern Sep 2016 – April 2017. Kharkiv, Ukraine

Web Design and Development,
Graphic Design

Responsibilities as a **Visual Designer**.
Providing design for web applications and landing pages. Delivery of design assets, icons, illustrations and style guides. Collaboration with PM, BA and developers. Creating design solutions based on requirements. Presentation design and infographics

Responsibilities as a **Front-end Engineer**.
Taking part in the SCRUM process (scrum meetings, daily short reports, retrospective meetings, project demos). Working by agile methodology. Collaboration with other team members. Responsible for: layout and functionality implementation, code review, test coverage, refactoring and troubleshooting

Mage Studio C#/Unity3D developer Mar 2014 – Oct 2014. Kharkiv, Ukraine

Engaged in development of an application for IOS. Work with animation. Game logic implementation. Troubleshooting and refactoring

Education

Interface Design Patterns UX Training Smashing Magazine Sep – Oct 2023

Four-week sprint with live sessions of designing complex interfaces. Working with insights from user research, case studies and best practices and applying it to design.

Topics: Design KPIs, Designing For Touch, Complex multi-level navigation, Mega-dropdowns, Complex filtering, Infinite Scroll, Multi-page forms, Enterprise-grade tables, Feature comparison tables, Carousels, Copy patterns and Error messages, Onboarding UX, Autocomplete UX, Maps, charts and dashboards, Timelines and data visualization, Accessibility and privacy UX

Graphic Design Fundamentals Projector Institute Jan – Jul 2020

Six-month intensive course on design fundamentals: Color, Composition, Typography, Logo, Design Process, Creating Design Briefs, Design Research, Strategy, Communication, Editorial Design, Package Design, Brand Identity, Presentation, Stop Motion

Education

Graphic Design Basic
School of Visual Communication
Jun – Sep 2019

Color, Composition, Typography, Craft Techniques, Editorial Design

UX Design
UX Camp (Epm Systems)
Oct 2017 – Feb 2018

Intensive course on UX Research and Analysis: Creating Design Brief, Competitors Review, Interview and Surveys, Persona, Value Proposition Canvas, Customer Journey Map, Scenario, User Flow, Informational Architecture, Prototyping, User Testing

Masters in System Analysis and Management
Kharkiv National University of Radio Electronics
2015

Professional Qualification: Research Engineer in System Analysis

Skills

Research & UI/UX Design

Brief
Competitors Review
User Research
Analysis
Interview
Persona
Value Proposition Canvas
Customer Journey Map
User Flow
Informational Architecture
Wireframing
Prototyping
User Testing
High fidelity mockups
Responsive Websites
Guidelines

Graphic Design

Brand Identity
Editorial Design
Illustration
Concept Sketches
Data Visualisation

Soft Skills

Idea Generation
Attention to Detail
Planning
Collaboration & Communication
Presentation

Other

Stop Motion
HTML CSS JS (Basic)

Languages

English – B2
Ukrainian – Native
Japanese – Elementary

Tools

Figma
Miro
Sketch
InVision
Zeplin
Adobe Suite
Adobe XD
InDesign
Lightroom
After Effects (Basic)
Cinema 4D (Basic)