

Ilya Kalinkin

UX/UI designer

UX/UI Designer with expertise ranges from user research and concept development, to creating interfaces and prototypes.

- Strive to create solutions tailored to the user's needs and business objectives throughout the whole process, from discovery to delivery;
- Utilise research to support design decisions and validate developed concepts;
- Together with my team CyberSages won 1st place at Wise (Transferwise) 2021 hackathon, competing with 11 other teams.

Recent work experience

UX/UI designer

Web Systems OÜ, Estonia, 06/2022 – to date

Working on e-commerce, digital products and web site projects for different clients. Conducting competitive analysis, creating personas, user-flows, wireframes and prototypes. Performing usability tests in order to improve usability and user experience for provided solutions.

UX/UI designer

Semiway OÜ, Estonia, 01/2022 – 05/2022

Working on online store and web site projects. Creating user-flows, wireframes and interactive prototypes.

Freelance UX/UI designer

02/2020 – 09/2021

Working on projects for different clients. Performing competitive analysis, creating personas, user-flows, wireframes and interactive prototypes.

UX Intern

Noesis.tech, India, 08/2019 – 10/2019

Developed community platform concept and created a landing page experiment for validating concept idea. Applied Lean UX approach, which allowed to reduce risks and avoid building product no one needs. Conducted user research and competitive analysis in order to ensure project success.

Front-end Intern

Noesis.tech, India, 04/2017 – 05/2017

Improved usability of the mobile version of the learning management system. Enhanced its UX by applying Gestalt principles of visual design and user centered design approach.

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Liverpool, UK

Education

Digital Concept Development

BA, Business Academy Aarhus

Denmark, 08/2018 – 01/2020

Multimedia Design

AP, Business Academy Aarhus

Denmark, 09/2015 – 06/2017

Skills

Design

Design System, Storyboarding, Journey Mapping, Wireframing, Low to High Fidelity Prototyping.

Research

Competitive Analysis, User Research, User Interviews, Surveys, Personas, Usability Testing, Heuristic Evaluation.

Tools

Figma, Sketch, Adobe XD, Miro, Whimsical, Photoshop.

Languages

English, Russian, Estonian.