Гравнов Євген

JUNIOR UI/UX DESIGNER, 25 000 ГРН.

17 січня

Місто: Тернопіль

Вік: 46 років

Режим роботи: повний робочий день, вільний графік роботи, віддалена робота

Категорії: IT, WEB фахівці, Дизайн, творчість, Видавництво, поліграфія

✔ Перебуваю в шлюбі

Увійдіть або зареєструйтеся на сайті як роботодавець, щоб бачити контактну інформацію.

Досвід роботи

інженер-проектувальник

Енергопроект (Комплексне проектування енергооб'єктів), Харків

10.2005 – По теперішній час (21 рік 1 місяць)

Обов'язки:

Developed secondary switching and control circuits for electrical equipment of nuclear power plants in the AutoCAD environment.
Together with a team of designers, I worked on developing automation schemes.

Developed and implemented control systems for nuclear power plants at all stages — from concept to commissioning, in over 100 projects. Collaborated with engineering teams to create standard solutions used across multiple projects. Recognized for contributions to improving the reliability and safety of nuclear power plants.

Освіта

Національний технічний університет "Харківський політехнічний інститут" (Харків)

Спеціальність: Електроенергетика, інженер-електрик

повна вища, 09.1996 – 02.2002 (5 років 5 місяців)

Додаткова освіта

• IT курси UI/UX дизайну 03-08.2025р., "GoIT, Київ"

Знання мов

Англійська - Початковий, Українська - Середній, Російська - Високий рівень (вільно)

Додаткова інформація

Знання комп'ютера, програм: Figma, MS Office, Autocad 2D, Adobe Photoshop
Особисті якості, хобі, захоплення, навички: I am engaged in UI/UX design for websites, web-system, creating clear, convenient and attractive interfaces. In my work, I go through all stages - from researching user needs and creating the first sketches to full-fledged design and usability testing. It is important for me not just to do something beautiful, but to create a solution that will work: help people easily use the product and at the same time contribute to achieving business goals. Hard Skills UI/UX Design Wireframing Auto layout Typography Components Adaptive Design Mobile Design Animation (Protopie) Tools Figma AutoCad Google Soft Skills Communication: Responsible attitude to the development process and attention to detail. Close teamwork and openness to feedback and constructive criticism Problem-Solving: I experimented with different approaches, created interactive prototypes, and improved them based on feedback and research data. Flexibility in work and adaptation to the new project Project Experience FixItMate-Mobile-App-for-Repair-Home https://www.behance.net/gallery/235036373/FixItMate-Mobile-App-for-Repair-Home The goal of developing the mobile

application design was to create a modern and intuitive interface that would attract new customers. Analyzed competitors to understand what works best in similar projects. Created a clean, visually pleasing design with a clear information structure so that users could easily navigate. Created wireframes and detailed mockups adapted for cross-platform applications. Also took care of the integrity and harmony of the style, according to Human Interface Guidlines and Google Material Design System Tools: Figma, AI, Adobe Photoshop, Google Analytics. Result: The development of this mobile app design greatly improves the conversion of the user experience, makes user engagement more enjoyable and practical: the information is easy to perceive, the navigation is intuitive, and the product itself looks modern and professional. This helped make the app attractive and useful for potential customers. MindfulMood-(psychological-online-platform) (Web-system) https://www.behance.net/gallery/230703361/MindfulMood-(psychological-online-platform) The goal of the project was to develop a design for a web system (online platform) for psychological assistance to different categories of people with simple and intuitive content, adapted for different platforms (desktop, tablet, mobile). To build a convenient navigation logic according to JTBD, CJM and User Flow. To maximally implement the functionality of the platform for mental assistance using interactive site tools. The system design is made in an emotionally neutral visual style, in a soft color palette, with a clear hierarchy and smooth typography Tools: Figma, AI, Google Forms (for user research). Result: Design optimization led to enhanced visual consistency and a greatly improved user experience, rendering information more digestible and appealing to potential clients. Розуміння догіки побудови UX/UI Креативність Вміння працювати з дизайнерськими інструментами Проектування інтерфейсів, розробка Mobile-First Адаптивнимй дизайн (десктоп, таблет, мобайл) Прототипування Анімація (Protopie) Figma, FigJam

Мета пошуку роботи, побажання до місця роботи: With my new job, I will fully implement my skills as a website designer and mobile app designer to make the design more attractive and aesthetically pleasing to myself, making it more attractive to me respect to the greedy people