

Гравнов Євген

★ JUNIOR UI/UX DESIGNER, 25 000 ГРН.

17

января

Город: [Тернополь](#)

Возраст: 45 лет

Режим работы: полный рабочий день, свободный график работы, удаленная работа

Категории: IT, WEB специалисты, Дизайн, творчество, Издательство, полиграфия

✓ Состою в браке

[Войдите](#) или [зарегистрируйтесь](#) на сайте как работодатель, чтобы видеть контактную информацию.

Опыт работы

[інженер-проектувальник](#)

Енергопроект (Комплексне проектування енергооб'єктів), Харків

10.2005 – По настоящее время (20 лет 4 месяца)

Обязанности:

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.

Образование

[Національний технічний університет "Харківський політехнічний інститут" \(Харків\)](#)

Специальность: Електроенергетика, інженер-електрик

полное высшее, 09.1996 – 02.2002 (5 лет 5 месяцев)

Дополнительное образование

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

Знание языков

Английский - Начальный, Украинский - Средний, Русский - Продвинутый (свободно)

Дополнительная информация

Знание компьютера, программ: Figma, MS Office, Autocad 2D, Adobe Photoshop

Личные качества, хобби, увлечения, навыки: 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 [The goal of developing the mobile](https://www.behance.net/gallery/235036373/FixItMate-Mobile-App-for-Repair-Home)

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 Guidelines 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-\(psychological-online-platform\)](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 Адаптивний дизайн (десктоп, таблет, мобайл) Прототипування Анімація (Protopie) Figma, FigJam

Цель поиска работы, пожелания к месту работы: 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