



UX/UI Designer

Vladimir Obuchov

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About Me

UX/UI Designer with a keen eye for detail, years of experience in graphics design and a CS degree on interactive storytelling.

UX Skills

Information Architecture
User Journey Mapping
User Surveys & Interviews
User Personas & Stories
Task Analysis & Flows
Content Auditing
Usability Testing

Design Skills

Scribbles
Wireframing
Prototyping
UI & Design Patterns
2D, 3D and Vector Graphics
Icons Design
Video/Audio Editing
Web Design
Print Layout

Experience

UI / UX Designer

Feb. 2022 - now at [fluidmobile](#)

Responsible for the UX process and creation of User Interfaces in Sketch and handing off to Developers through Zeplin

Conception and creation of promotional material for CRM

Consulting on User Experience best practices and knowledge transfer to colleagues

UX/UI/Visual Designer

Nov. 2021 - now as Freelancer

UX / UI Design
Visual Designer

UX/UI Designer & Frontend Developer

May. 2019 - Dec. 2019 at [SMA Solar Technology AG](#) (contract)

Analysed and unified colours throughout ennexOS by removing inconsistency of solid and transparency usage of colours to improve the predictability of visual appearance.

Fixed formatting and layout issues with forms usage by tracking down inconsistency of paddings and margins in legacy code

Migrated legacy input fields to Material Design as required by the Style Guide.

WPF C# Developer / UI Designer

Feb. 2018 - Apr. 2019 at [Brunel GmbH](#)

Introduced a Style Guide to unify the looks of different software development departments

Optimised loading time and ui responsiveness of WPF application by reducing the complexity of hierarchy

Usability Testing of a car pool application with first level support users

UX Designer & Web Developer

Apr. 2011 - Dec. 2019 as Freelancer

UX/UI Design and Consultation
2D/3D and Vector Visualisation
Web Design and Prototyping
Implementation of 10+ Websites

Dev Skills

C# / Java / Python

HTML / CSS / JS

Visual Studio

Git

Wordpress

Unity3D

Tools

Photoshop / Affinity Photo

Illustrator / Affinity Designer

AfterEffects

Premiere / Final Cut

InDesign / Affinity Publisher

Cinema4D

MS Office

Soft Skills

Knowledge transfer

Presentation

Interdisciplinary Work

Strong communication

Languages

German (Native Level)

Russian (Mother Tongue)

English (Fluid)

Other

Volunteer at a youth centre
(Jan. 2006 - Jul. 2010)

Mensa Member
(Since Oct. 2021)

Senior Developer & UX/UI Designer

Sep. 2013 - Dec. 2015 at [Venios GmbH](#)

Responsible for the new Information Architecture, which results in a more easy and quick to use website, with a fresh and clean image to improve user experience

Designed pixel-perfect icons for interactive map visualisation of different energy sources and consumers

Optimised loading times and responsiveness of the map by identifying tech bottlenecks and fixing them

Developed a concept of a "Flower Menu" which expands around Pins and saves cursor travelling time in a map based UI

Tutor for Introduction to Computer Science

Apr. 2009 - Feb. 2013 at [University of Siegen](#)

Tutored 40-50 students on UML, Java, C++ and CS Basics

Student Assistant

Sep 2010 – Dec 2012 at [University of Siegen](#)

Advertised the Master Course "Visual Computing" (SEO)

Created a series of five eye-catcher graphics for "machinery vision"

Designed eye-catcher and banner for the "Institute for Vision and Graphics"

Implemented a template for sub-websites using Drupal

Graphics Designer and Web Developer

Jul. 2003 - Aug. 2010 at [Nutzwertdesign](#), Siegen, Germany

2D/Vector Graphics • Wordpress Dev • 3D Artist

Education

UI Designer

2021 at [CareerFoundry](#)

Certification with over 400 hours of mentor assisted learning

UX Designer

2020 at [CareerFoundry](#)

Certification with over 500 hours of mentor assisted learning

Master Degree in Computer Science

2013 at the [University of Siegen](#), Germany

Final Grade (ECTS): very good (1,9) [B]