

Milena Voskanyan

UX/UI Designer



[Portfolio](#)



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SKILLS

- Wireframing
- Prototyping
- User Interface
- User Experience
- Design Research
- Problem Solving
- Design Principles
- Heuristic Evaluation
- Design System
- Information Architecture
- CSS/HTML
- Design Thinking



TOOLS

- Figma
- Sketch
- InVision
- Google Analytics
- Jira
- Miroboard
- Rive



LANGUAGE SKILLS

Polish - native

English - B2

French - A2



EDUCATION

[01.10.2021 - Present] **Management**
*Wyższa Szkoła Biznesu - National
Louis University | Poland*



EXPERIENCE

April 2020 - July 2020

Driza

UX/UI Designer Freelancer

- directly collaborated with developers,
- working with clients to create strong brand identities and develop style guides, including typography, color palettes, and icons,
- writing basic CSS and HTML code, with BEM methodology.

November 2020 - January 2021

McVm Plants

UI Designer

- preparing interactive prototypes with a strong emphasis on the aesthetic appearance and detail of elements.

October 2021 - December 2021

Biologia Lubię to

UX/UI Designer Freelancer

- preparing the design from end-to-end, information architecture, wireframes, prototypes,
- contact with a client, conducting user research,
- working with full-stack developer.

October 2021 - Present

Design System

UX/UI Designer

- creating a set of reusable components that allow you to maintain the consistency of the design.

November 2021 - Present

Picky

UX/UI Designer

- creating wireframes, prototypes based on the Design Principles, Gestalt Principles and Heuristic Evaluation,
- directly collaborated with full-stack developer, and back-end developer,
- process: understand, research, define, ideate, prototype, analyze.