



# Marina Svechnikova

Ui/Ux Designer, Product Designer

With over nine years of experience crafting intuitive interfaces for B2B and B2C SaaS products, I focus on designing user-friendly solutions that streamline complex workflows and support business growth. My creative and analytical mindset, along with a structured approach, allows me to create designs that are both impactful and visually engaging

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## SKILLS

### Ui/Ux Design

- User research and competitive analysis
- Wireframing and prototyping
- Interaction design and animation
- Design systems
- Mobile application design specifications (Android/iOS)
- Accessibility Guidelines
- Visual quality assurance

### Graphic Design

- Typography
- Colour theory
- Branding
- Illustrations & Icons
- Infographic
- Presentations
- Photography

## TECHNICAL TOOLS

- Pen&Paper
- Figma
- Adobe Creative Suite
- Procreate
- MS Office
- Miro

## LANGUAGES

- Russian
- English
- Spanish

## EXPERIENCE

### Sam-Solutions – Senior Ui/Ux designer | Jan 2019 – now

- Conducted and lead all stages of product development, including analysis and research, navigation architecture, user flows, wireframes, design systems, prototyping, UI design, usability and user testing, bug fixing, and iterative improvements
- Crafted end-to-end product design for a cloud-based ERP system, streamlining order management and business operations, which increased user satisfaction by 30% and reduced processing time by 40%
- Designed a SaaS developer platform for a quick start of development projects and SaaS applications with ability of management and monitoring of Kubernetes clusters, micro-services, deployment environments, etc
- Maintained direct communication with clients and stakeholders, organised meetings, and ensured solutions aligned with their needs
- Collaborated with cross-functional teams, applying Agile and Scrum methodologies to develop solutions across various projects

### 415Agency – Senior Ui/Ux designer | Feb 2017 – Nov 2018

- Created products across various industries, including healthcare, finance, consulting, data protection, beauty, food and restaurant services, social media, and entertainment. My role encompassed the entire design process, from conducting research to handing off designs for development
- Played a key role in an innovative project to design the interface for a home robot. Created the concept of robot's emotions and eyes, the interface for its setup and management, and creating interactions and illustrations focusing on high UX and human behavior. This project raised over \$25 million in investments

### Happix – Ui/Ux designer | Nov 2015 – Feb 2017

- Worked on the user experience, research, and design of websites, mobile applications and social media content for multiple clients
- Collaborated closely with developers

### Graphic Designer | 10+ years

- Worked with various companies as a full-time and freelance designer
- Extensive experience in creating brand identities, packaging designs, catalogs, brochures, posters and other marketing materials, as well as illustrations, photography, concept design, project presentations, pre-press and print quality control, art direction and project management

## EDUCATION

### IT-Academy

User Interface and Experience Design. Certificate

### State Technological University

Graphic design. Diploma