ALEXANDR TARABANOV
UX DESIGNER

Based in Kyiv, Ukraine

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LANGUAGES
Ukrainian, English

TOOLS
- Figma
- Sketch

- Affinity
    Photo
    Designer
    Publisher

- Adobe
    Photoshop
    Illustrator

- Adobe After Effects
- Premiere Pro
- DaVinci Resolve

- Cinema 4D
- Blender

- Unity3D, UE4, Godot

- HTML / CSS

- Midjourney, SD

PROFILE
I'm a Game UX designer with 10+ and a web designer with 5 years of experience.
2.5 years as UX / UI Artist for AAA session FPS game «Survarium»,
1 year as UX / UI Artist in «World of Warplanes»,
and for a 6+ year as UX in «World of Tanks» (Wargaming).

EXPERIENCE
UX Designer, Wargaming | Feb 2018 – Present
Research, prototyping, designing in game user interfaces both
lobby and HUD. Working with ui/ux teams, front– and back–end developers
for delivering best in game experience for players.
Research and implementation new technologies.

Web, ux, and app designer, fondy.eu | Mar 2016 – Feb 2018
Prototyping and designing landings, complex fin–tech sites,
payment services, and developing an «Fondy Portal» app.
Making all print design, promo materials, video AD, and photography.
Creating simple html layouts for web, mobile and emails.

UI Artist, Vostok Games | Feb 2014 – Mar 2016
Sketching, prototyping and drawing all in game user interfaces, icons,
assemble all graphics in Adobe Flash (used as in game ui engine),
UI frame by frame / program animations, photographing references.

Designer, iDudka Design & Branding | Mar 2012 – Feb 2014
Sketching, prototyping and designing complex portals, web sites,
landings, apps, making complex 2D/3D illustrations, creating logotypes,
business cards, flash and graphical AD, printed banners.
Working with video AD: video editing, motion graphics, color correction.

Designer, Bicycle Day | Mar 2010 – Mar 2012
Designing web sites, landings, making whole sort of print design,
graphical and video AD, video shooting and editing, motion graphics,
creating 2D/3D illustrations.

Designer, freelance | Mar 2007 – Mar 2010
Animating flash and gif banners, photographing, designing web sites,
logotypes.

EDUCATION
Software programming, National Tech University of Ukraine
«Igor Sikorsky Kyiv Polytechnic Institute»