

Julia Donets

UX/PRODUCT DESIGNER

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PROFILE

With extensive experience in UX design and a formal background in Agile Project Management, I am adept at understanding and communicating the story that drives the design of a product. I bring empathy, passion and commitment to my work. I hope to use and expand these talents at a company that prioritizes the user's experience of a product and recognizes the value of user-centered design.

SKILLS

User research, user testing, A/B testing, remote user testing, storyboarding, sketching, wireframing, heuristic evaluation, think alouds, prototyping, interactive prototyping, feature prioritizing, product testing, project management, design systems, information architecture.

TOOLS

Figma
Sketch
Zeplin
Abstract
Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe Experience Manager (AEM)
Invision
Marvel App
Trello
JIRA
MS Teams

CERTIFICATIONS

SP SAFe 5 Practitioner
Scaled Agile Inc
ICAgile Certified Professional (ICP)
ScrumTrek

REFERENCES

Available upon request

WORK EXPERIENCE

UX Designer

April 2021 – January 2023

Meijer

- Sole designer on team that owned marketing & merch visual components on Meijer website
- Designed user sign-up flow & walk-through experience for customer rewards program
- Collaborated with a team on re-design of user account page using diary studies data
- Maintained and enhanced custom component authoring dialogs for the AEM CMS system
- Designed various pages for a brand new Meijer recipes section
- Ideated & designed flows that used the bleeding edge Dynamic Island feature on iPhone 14

UX Design Consultant / Freelancer

October 2018 – January 2021

AnchorWW, Church Pension Group, EatWell, Sundae Shop

- Created user-centered designs for mobile and web applications
- Designed interfaces for database reports and financial web apps
- Ensured mock-ups met both visual and textual branding standards
- Defined and documented website design standards
- Created and maintained atomic design systems, made system components from scratch

UX Designer

June – September 2018

Genie AR

- Conducted user research and identified opportunities that balanced the needs of the users with the needs of the clients
- Created interactive medium and high fidelity prototypes for multiple projects
- Delivered high quality sketches, sitemaps, user flows, wireframes, mockups and UX specs

Project Manager Assistant (R&D Team)

May – July 2016

Ingenius Systems

- Collaborated with the R&D team on designing real-estate projects & apps

EDUCATION

Financial University Under the Government of RF, Moscow

2012 – 2016

Bachelor of Management, Project Management

- Specialized in Agile Project Management, won multiple awards from national competitions

University of California San Diego, The Design Lab, Online

2016 – 2018

Microdegree, Interaction Design

- Designed and prototyped a personal finance tracking app using Sketch and InVision
- Went through all phases of UX design process: ideation, research, A/B testing and prototyping
- Wrote a Medium blog post on my UX process that received over 200 “claps”
- Filmed a YouTube video presenting the final prototype that received over 700 views

University of Minnesota, College of Design, Online

2016 – 2017

Microdegree, User Interface Design

- Worked in a team environment to create a new social network app for personal belongings

California Institute of Arts, School of Design, Online

2016 – 2017

Microdegree, Graphic Design

- Sharpened graphic design skills in typography, imagemaking, color theory and art history
- Created a book for small kids using InDesign