

# Personal information

Maxym Nikitenko

[www.nikitenko.pro](http://www.nikitenko.pro)

Senior UX/UI/Product Designer

[juahoo@gmail.com](mailto:juahoo@gmail.com)

35 years old

Skype: juahoo

Live in Kyiv, Ukraine

+380637935155

## Objective

My strong points are: understanding the clients' demands, detecting and understanding the users' needs, prioritizing and moving towards the goal, considering possible evolution of the project.

I can make decisions by myself and be responsible for my own actions and the activity of my team.

Experience:

- work on the product by SCRUM methodology;
- work with vast and complex multi-platform systems;
- full cycle of design - from research and proof of concept to style-guide delivery and UI-Kit with iteration development;
- web, mobile, IoT, touch wall, augmented reality.

I conduct interface user testing with an eye-tracker and a neuro-headset (brain-computer interface).

## Working experience

2018 till present

**Senior UI/UX/Product Designer at Whirl Software.**

I am working on Data Analysis platform with cross-functional teams by SCRUM methodology. I started from the beginning of the product and worked very closely with BA, PO and dev team. I created a design system based on material design and common elements of Angular. I also wrote design documentation, validation, user stories, requirements, gathered feedback, presented the design and partially performed the role of SCRUM master.

I was engaged in the development of the company's brand, hiring designer to the marketing department.

2014 – 2018

**Senior UI/UX designer, team lead at Trinetix**

I worked on complex enterprise solutions. Web systems, mobile applications, touch wall, branding. More than 12 large-scale projects.

Featured project:

Service is used by 200k+ users to efficiently solve tasks reducing the time and the number of errors.

Awards: App of the year (at the enterprise app store).

2013 – 2014

**Marketing and UI/UX Designer at digital agencies Skykillers and COXO**

Marketing media and game design for social networks, landing pages, and mobile applications.

Also took part in start-ups which use BCI and Google Glasses.

2012 – 2013

**UI/UX Designer at Lightsoft**

Featured project:

Rutraveller.ru - portal for traveller experience, photos and sightseeings.

During this period the monthly audience increased from 20k to 400k with daily viewing of 30+ pages each user. I designed 5 new sections of the portal.

**Awards:** one of the best Russian website for travellers.

2006 – 2012

**Companies:** ABP, NextOn, Cooper ~~Burgers~~ Design, Hippocampus.

Tasks: flash animation and development, web design, interactive presentation, advertising, identity, tech design, illustration.

# Education

2002 – 2007

**B.Sc Computer Systems and Networks (Odessa National University)**

Graduation thesis: Design and development of the University website.

1998 – 2002

Computer courses

Hardware operator, system and network administrator, graphics and design, programming (basic, pascal, delphi, c++), databases.

## Brief biography

I lived and worked in Odessa, Kyiv, Thailand.

I first started creating digital graphics when I was 8 y.o. At the age of 9 y.o. I started drawing graphics using computer language Basic on ZX Spectrum.

Hobbies: Lego Technic, mountain biking, car tuning, autosport, sim racing.

My dream is to learn paragliding.