Elizaveta Sashenkova, UI/UX Designer

Portfolio | elisa.sashenkova@gmail.com | LinkedIn | +7 996 331 86 79

- Designer with an artistic background, experience in creating visual content, and skills in graphic design, branding, and 3D modeling
- Implemented a course project by developing the identity and screen interfaces (Web, Mobile) for a friendship app based on user research (JTBD, value proposition, user flow) and using Figma skills (auto layouts, prototyping, wireframing, components, UI-kit)
- Interested in front-end development with basic knowledge of HTML, CSS, and JavaScript, applied in personal projects on GitHub for better understanding of development possibilities and limitations

Digital Design Course — UI/UX Designer   2024
Perasperadastra

Completed a 300-hour course, including the following projects:

- Developed the identity for a friendship app centered on shared gastronomic journeys, designed high-fidelity app screen prototypes, and created an adaptive landing page
- Designed a long-read combining medieval themes and 3D graphics, structured it, created a wireframe, and used Spline for 3D modeling
- Conceived interactive 3D posters for an animated series website, creating two posters using Blender and designing the website layout

Visual content designer   February 2022 — January 2023
Trinity, Russia (A multifunctional space hosting various classes, lectures, and events)

Enhanced visual design, organized and conducted photo shoots, handled post-production, and published content

- Initiated the overhaul of visual solutions to strengthen the emotional connection with the audience, creating a warmer and more relatable brand image. This resulted in a 27% increase in mentions of the space's social media account
- Developed a content plan and organized over 20 shoots, ensuring timely creation and publication of materials. Regular content releases and social media activity boosted audience engagement

Retoucher   February 2021 — August 2021
Mark Sullivan-Bradley, Freelance, Remote (Fashion & Lifestyle Photographer working in Australia and USA)

- Retouched over 70 images for model portfolios using non-destructive Dodge & Burn techniques in Photoshop and color settings in Capture One
- Reduced the photographer's workload by 12 hours per week, allowing more focus on commercial shoots

NGO Relations Coordinator   September 2020 — December 2020
Help Simply (Pomogi Prosto), Russia (A platform connecting charities and NGOs with volunteers and resources)

- Conducted website accessibility research for visually impaired users, identifying key issues using TalkBack and JAWS and presenting findings for further improvement
- Participated in more than five website and registration form tests, which led to the resolution of optimization errors and improved user experience

Education & Courses

Artist-Master Kemerovo Regional Art College 2016 — 2020

JS/Front-end Course RS School 2023

Skills

- Tools: Figma, Photoshop, Framer, Rive, Spline, Blender, Jitter, Notion
- Web Development: HTML, CSS, JavaScript
- Interface Design and UX Processes: prototyping, wireframing, user flow, auto layouts, components, UI-kit, JTBD, value proposition, testing
- AI: studying Midjourney for concept generation and visual content, use ChatGPT for UX copywriting
- English: Pre-Intermediate (Improved from Elementary to Pre-Intermediate in 6 months and continue to study in group classes) March 2024 — Present