

Hello, I'm

Daryna Maliarevska

UX Designer based in Los Angeles, passionate about creating an easy-to-use, cutting-edge design based on users' and business needs

Experience

JULY 2021 - JULY 2022

ASSOCIATE UX DESIGNER

.efficiently productivity application, Los Angeles

Along with the design team, I collaborated in the design of a powerful cloud-based application for Architects, Interior Designers, Builders, Showroom Assistants, and Contractors. The goal was to help the A&D community effectively collaborate and communicate with their clients by creating productivity tools that enable users to work in one web space, allowing them to oversee a project's progress, view/edit and comment on design files

Fostered design consistency by working closely with the CEO, product manager, and development team

Planned and conducted research, including interviews, usability testing, C&C Analysis

Created multiple user personas based on UX research and stakeholder view that helped the design team understand the company's mission and goals of the end-users

Developed concepts then built product features in a responsive framework (low-fi, mid-fi, and high-fi prototypes) that got stakeholder's buy-in and were successfully implemented in the application

JUNE 2021 - OCTOBER 2021

UX/UI DESIGNER

Litta Hunters mobile game, London, England

Interviewed stakeholders about their vision and expectations

Collaborated with a UX researcher to identify user persona and conducted a design preference test

Developed mock-ups that received stakeholders' buy-in also were implemented in the mobile game

Led the design team and initiated idea-generating workshops

Successfully presented final prototype and further design suggestions to CEO and their

DECEMBER 2020 - FEBRUARY 2021

UX/UI DESIGNER

Be A Maker Club website, Los Angeles, California

Interviewed stakeholders and users, used double diamond technique and mixed research methodologies to get qualitative and quantitative data to determine website main pain-points

Synthesized collected data in user persona and problem statement using affinity mapping technique

Redesigned site map and information architecture using user-centered design principles, built user flows and journey map based on the conducted research

Clearly communicated visual design ideas, sketched, created wireframes, and developed a high-fidelity prototype using design systems

CONTACT

maliarevskayaaa@gmail.com
+1 703 409 3769
www.maliarevska.design
Los Angeles, CA
Kyiv, Ukraine

EDUCATION

2020

General Assembly
User Experience Design
Immersive Program

2013

Kyiv National Linguistic
University
A.A. Linguistics English/
French

SKILLS

User Research
Concept Testing
Usability Testing
Affinity Mapping
Data Analysis
User Persona
User Flow
C & C Analysis
UI Design
Schematics
Interaction Design
Sketching
Prototyping
Site Mapping

TOOLS

Figma
Adobe XD
Invision
Zeplin
Photoshop
Google Analytics
Wix
Microsoft Office Products
Teams
Asana
Trello
Sketching
Jira
Slack
Lucid Chart
Google Charts

LANGUAGES

English
Working proficiency
Ukrainian
Native proficiency
Russian
Native proficiency