

# KONSTANTIN SMIRNOV

## Product Designer

Moscow, Russia (ready to relocate)  
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### WORK EXPERIENCE

- 2018 – Currently **Ingram Micro Cloud** • **Cloud services distribution platform**
- 2016 – 2018 **Rutube** • **Video-sharing platform**  
Redesign the main website (desktop, mobile), the mobile apps (iOS & Android) and SmartTV app
- 2015 – 2018 **Pladform** • **System for online video distribution**  
Design CMS for managing video content, SSP (Supply/Sell Side Platform) for managing advertising space and website for video distributors
- 2015 **amoCRM** • **CRM system for sales**  
Design of new functionality and enhancements to the existing functionality of the CRM system
- 2013 – 2015 **ARMADA** • **Design agency**  
Design of websites and web systems for the state sector, dashboards, intranet portals, corporate websites, UI for vending machines
- 2012 – 2013 **DEFA Interaktiv** • **Digital agency**  
Write specs and design websites (mainly corporate websites). UX analysis and rating of the websites (benchmarking)
- 2011 – 2012 **WellPay** • **E-payment service**  
Write specs and design the main website and internal services of the company

### EDUCATION

- 2009 – 2011 **Moscow State Technological University “Stankin”**  
Master's degree in Information Systems and Technology
- 2005 – 2009 **Moscow State Technological University “Stankin”**  
Bachelor's degree in Information Systems and Technology

### SKILLS

- Design Information Architecture, Prototyping, Interaction Design, Visual Design, User Research, Usability, Animation, Mobile App, Responsive & Adaptive
- Instruments Sketch, Zeplin, Principle, Marvel, Adobe (Ps, Ai, Ae), Paper & Pencil
- Code HTML5, CSS3, JavaScript, Java

## **LANGUAGES**

Russian – Native

English – Upper-Intermediate

French – Pre-intermediate

## **HOBBIES & INTERESTS**

I spend my free time with family and friends. In winter I prefer snowboarding and in the summer bike and skate. I travel around the world and explore new places.

## **SUMMARY**

UI/UX for me it's to solve design problems, not just paint pretty pictures. I love the simplicity of interfaces and trying new things. I able to solve individual problems and to be in the role full-stack designer.