





# VICTOR ARMAS

UX Designer and Researcher

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## SKILLS

### Design

Photoshop, Adobe Premiere, Balsamiq, InVision

### UX Toolbox

User research, Sketching, Wireframing, Storyboarding, Physical Prototyping, 3D Modeling and Printing, Usability and Experience evaluation.

### Software Development

C++, PHP, Python, MySQL, Arduino, Raspberry Pi.

### Web Development

HTML5, CSS3, JS, PHP, Joomla, ModX.



## LANGUAGES

English | Fluent  
(TOEFL Score 103)  
German | Elementary  
Russian | Native  
Romanian | Native



## HOBBIES

Cooking  
Photography  
Traveling



## AWARDS

Scholarship from EIT Digital covering the tuition fees for studies at KTH and UCL.  
1st Place at Tele2 Hack Day for the best Big Data visualization solution



## QUALITIES

Responsible, ambitious, self-motivated, open to team work, fast learner, adaptable to new situations and opportunities, open-minded, friendly.

## OBJECTIVE

**UX Designer and Experienced Engineer based in London looking for opportunities to work on challenging projects in ICT innovation.**

## EDUCATION

2015–2016

University College London (London, UK),  
**Master in Human Computer Interaction,**  
*Minor Thesis in Innovation and Entrepreneurship.*

2014–2015

Royal Institute of Technology (Stockholm, Sweden),  
*First year of a double degree program at EIT Digital.*

2012–2014

Technical University of Moldova (Chisinau, Moldova),  
**Master in Information Technology.**

2008–2012

Technical University of Moldova (Chisinau, Moldova),  
**Bachelor in Computer Science and IT.**

## EXPERIENCE

Summer 2016  
5 months

**Degree project at Intel Labs** (London, UK). Designed, developed and evaluated a Universal Reprogrammable Remote Control for IoT Applications in the Home.  
*Key activities: User research, Sketching, Storyboarding, Physical Prototyping (Arduino, RPi), In-situ evaluation.*

Summer 2015  
2 weeks

**Practice project at Stockmann** (Helsinki, Finland). Designed an innovative service that solves the queueing problem while raising customer satisfaction and increasing sales in the chain of the biggest department stores in Nordic countries.  
*Key activities: Ethnographic Research, Prototyping, Storyboarding, Business Model Development.*

2012–2014  
2 years

**Web Developer at Dekart** (Chisinau, Moldova), Designed, developed and maintained online reporting systems for national utilities companies that facilitated a faster error detection and reduced maintenance costs (<http://www.dekart.com>).  
*Key activities: Interface Design, Programming Python, Javascript, HTML, PHP, ModX.*

2013–2015  
2 years

**IT Coordinator at Transparency International-Moldova**, the National Chapter of the world anti-corruption organization (Chisinau, Moldova) (<http://www.transparency.md>).  
*Key activities: IT consultancy, Training, Coordinating maintenance, acquisition of software and hardware.*

January 2012  
1 month

**Front-end Developer Internship at Dekart** (Chisinau, Moldova).  
*Key activities: Design and development of graphical interfaces, Python programming.*

Summer 2011  
2 months

**Back-end and Database developer Internship at Dekart** (Chisinau, Moldova).  
*Key activities: Working with MySQL databases, programming in Java and Python, development of MSI installers for company products.*

Summer 2010  
2 months

**User Experience Designer Internship at PixMania** (Chisinau, Moldova).  
*Key activities: Usability evaluation, Development of recommendations on improving website designs and architectures.*

2008–2013  
5 years

**Network and web site Administrator at Transparency International-Moldova.**  
*Key activities: Network maintenance, front-end development (Joomla), content management*