VICTOR ARMAS

Product Designer

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SKILLS

Software Toolbox

Figma, Sketch, MiroBoard, Balsamiq Mockups, InVision, Adobe Illustrator, Adobe XD, Adobe Photoshop, Looker, Jira, UserVoice, Usertesting.com, MixPanel

UX Skills

User Research, User Flows, Information Architecture, Sketching, Wireframing, Storyboarding, Prototyping, Usability and Experience evaluation, UI Design, Project Management

Design Thinking

Building Customer Empathy, Problem Definition, Diverging & Converging Ideation, Experiment Design, Moderating Design Thinking Workshops

Web Development
HTML5, CSS3, JS, PHP.

LANGUAGES

English | Fluent
Russian | Native
Romanian | Native

HOBBIES

Cooking
Photography
Traveling

QUALITIES

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

SUMMARY

Experienced Product Designer with a background in UX, Innovation and Software Engineering, based in London, UK. Open for work opportunities in growing and high-profile companies.

EXPERIENCE

2022-2023
1 years 6 months

Senior Product Designer at **Tray.io** (London, UK)
Optimising onboarding, supporting core product development and new product areas, incorporating AI, rebuilding the foundations of design system, developing design strategy, establishing design processes.
Key activities: Design research, Concepts development, UX/UI design, User flows, Prototyping, Information architecture, User testing.

2018-2022
3 years 8 months

Senior UX Designer at **Dext.com** (London, UK)
Working across multiple value streams to drive adoption, engagement, automation, workflows acceleration in a FinTech product for accountants on a global scale.
Key activities: Design research, Concepts development, UX/UI design, User flows, Prototyping, Information architecture, User testing.

2017-2018
1 year 7 months

UX Designer at **Glass.ai** (London, UK)
Designed query building interfaces for an AI system that interprets the whole US and UK web, designed and prototyped live market reports, data visualizations.
Key activities: User research, Wireframing, UI design, user flows, prototype development, data visualization, information architecture, usability testing.

Summer 2016
5 months

UX Degree project at **Intel Labs** (London, UK).
Researched ways of facilitating adoption of IoT devices in Home environments**,** Designed and developed a prototype of a universal reprogrammable remote control.
Key activities: User research, Sketching, Storyboarding, Physical Prototyping (Arduino, RPi), In-situ evaluation.

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.
Key activities: Interface Design, Programming Python, JavaScript, HTML, PHP, ModX.

2013–2015
2 years

IT Coordinator at **Transparency International-Moldova,**
Key activities: IT consultancy, Training, Coordinating maintenance, acquisition of software and hardware.

EDUCATION

2020

Nielsen Norman Group (London, UK)
Certified in UX Management

2015–2016

University College London (London, UK),
Master's in Human Computer Interaction,
*Minor 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's in Information Technology.

2008–2012

Technical University of Moldova (Chisinau, Moldova),
Bachelor's in computer science and IT.