





# VICTOR ARMAS

Product Designer

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## SKILLS

### Software Tools

Figma, Sketch, MiroBoard,  
Balsamiq Mockups, InVision, Adobe  
Illustrator, Adobe XD, Adobe Photoshop,  
Looker, Jira, 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,  
Conceptual Design,  
Moderating Design Workshops

### Software Development

Python, Arduino, Raspberry Pi.

### 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 solid background in UX, Innovation and software engineering, based in London, UK. Open for collaboration opportunities in growing and high-profile companies.

## EXPERIENCE

2018-present  
3 years+

### Senior UX Designer at Dext.com (London, UK)

Working across multiple value streams to drive adoption, engagement, automation and 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.*

Summer 2015  
2 weeks

### UX Practice project at Stockmann (Helsinki, Finland).

Designed an innovative service that solves the queueing problem 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.  
*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 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's in Information Technology.**

2008-2012

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