Alex de Slavuta

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EXPERIENCE

"Intersec", cellular and location data experts

UX/UI Designer. Permanent contract.

- Pioneered company's first Mobile App, with over 5000 downloads in the first few days and ranking #45 in the "News" App Store category, in tandem with product owners, developers, marketing and the client (a governmental body)
- Web App design: Improved lead-to-client conversion rate by 30% by focusing on product usability and producing demo videos showcasing new features for the sales department
- Initiated Design Systems creation/maintenance, teaming up with other designers and developers to ensure consistency, resulting in a 40% increase in mockup production speed and 20% increase in developer hand-off efficiency
- Led a Figma coaching/training initiative, leading to a 50% improvement in other designers' autonomy
- Proposed and implemented UX improvements of the internal ticketing platform, based on analysis of user behavior, with 70% of users preferring the new design
 - Introduced a telemetry system for said platform, allowing to collect and interpret usage data, improving the acceptance rate from 70% to 90% in further revisions of the design

"Arkesys", vocational training society

UX Designer / Web Developer. Internship + permanent contract.

- Spearheaded a complete website redesign for better usability and efficiency, analyzing real usage data and coordinating with the CRM provider, lowering customer acquisition cost by 35%
- Front-end development: built the redesigned site on WordPress with a custom theme, which powered an increase in content update frequency from monthly to weekly by the content team, increasing engagement by 30%
- Collaborated with the marketing department on 10+ marketing and social network video projects (shooting, editing, motion design, green screen)
- Internship followed by a permanent contract due to strong performance

"AsteroidOS", operating system for smartwatches

Full-time open-source contributor

- Played a key role in the design of the OS (notification center, apps), teaming with the project creator and another designer leading to 1000+ downloads and attracting 50+ contributors after the v1.0 release
- Produced a Motion Design video dedicated to the v1.0 release, which received 85000+ views on YouTube

OTHER ACHIEVEMENTS

8 Hackathon podium finishes	Competed in 8 hackathons and ac	hieved 1st, 2nd or 3rd place in each one
Opquast [™] certification "Mastering Web Quality As	surance"	Level 4 — Advanced (870/1000 points)

EDUCATION

Digital Campus Lyon	December 2020
"Expert in Digital Strategy" Master's degree. Specialization in UX Design. With high honors.	Lyon, France
 Kharkiv Polytechnic Institute Bachelor's degree in Translation (English, German, Ukrainian). With high honors. Took a place on the podium twice in national competitions 	July 2016 Kharkiv, Ukraine

SKILLS & OTHER

- Design-oriented skills: Figma, FigJam, Adobe XD / Photoshop, Illustrator, InDesign / After Effects, DaVinci Resolve, Affinity Suite / Wireframes, Prototypes, Design Thinking, User Testing
- Other Skills: HTML 5, CSS 3, SCSS, JavaScript ES6, jQuery, PHP / NPM / Static site generators (11ty), WordPress dashboard and theme development, Video, Motion Design / Slides and presenting / ChatGPT
- Languages: French (fluent), English (fluent), Russian (native), Ukrainian (native)

February 2022 – Present

Paris, France

April 2018 – January 2022

Lyon, France

February 2017 – May 2018

Toulouse, France