Ponomarov Anton

PRODUCT DESIGNER | UI/UX DESIGNER

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English: B2

Experience

Acropolium
Product designer
Sep 2021 – Nov 2022,
Sweden

Tribo
Product Designer
Sep 2020 – Aug 2021,
Switzerland

Acropolium
Product designer
Sep 2019 – May 2020,
Czech Republic

Softo
Product designer
Jun 2015 – Jun 2019,
Cyprus

Frontmen Agency
Senior UI/UX designer
Jan 2009 – Jun 2015,
Ukraine

Media5
Senior UI/UX designer
May 2007 – Jan 2009,
Ukraine

Leo Burnett
Web Art Director
Jan 2006 – Mar2007,
Ukraine

Webex
Web Designer
Feb 2002 – Dec 2005,
Ukraine

Skills & Tools

UX Research
Product design
Wireframing
Clickable Prototyping
Design Systems
UX/UI
Data Visualization
Usability Testing
Web Design

Figma
Sketch
Photoshop
Illustrator
After Effects
Miro, etc.

Summary

As a designer, I have been involved in products covering B2C, B2B, and B2BC domains, often based on SaaS, such as CMS, CRM, Low-Code platforms, e-commerce, dashboards, mobile apps, software, corporate websites etc. Hundreds of launched projects. I'm a team player with high communication and leadership skills.

Recent products

Digital Signage manage system

UX research: Decomposition, Comparative analysis, Pain points over user flow etc.

User Interface: Media Library, Template Creator, Links

Top digital displays software solutions by migrating existing applications architecture to micro-services. Main purpose was to implement cutting-edge features of the business and change product positions to extend the number of user roles.
Worked from 2021 – 2022.

My responsibilities were: UX research, Wireframing, Prototyping, UI/UX, Design System, Product managment, Testing, Technical support.

Tribo

Mind maps, Wireframes, Style, Mobile, Chat v2, Likes

The first SaaS to focus on organisation story and culture is a perfect platform to make your digital community thrive. Initially, my main aim was a web version based on mobile versions and united by a single back-end to an organic system.
Worked from 2020 – 2021.

My responsibilities were: UX research, Mind-mapping, Wireframing, Prototyping, UI/UX, Mobile, Testing, Technical support.

Digital Experience Platform

I was part of the b2b product development team, working on a product. My area of responsibilities included researching, and implementing UX patterns, as well as prototyping, testing, user flow analysis and layout supervision. In terms of designated workflow, I was regularly in touch with the front-end, and back-end development teams, business analytics and stakeholder as well.
Worked from 2019 – 2020.

My responsibilities were: Wireframing, Prototyping, UX research, UI/UX, Product Management, Design System, Testing, Technical support.

Pdfio

Graphic review

PDF advanced Tools and Converter
Worked from 2015 –2016.

Clideo

Graphic review

Video and Audio tools with plenty of possibilities.
Worked from 2016 – 2018.

Convertio

Graphic review

Advance File Converter and OCR.
Worked from 2016 – 2018.

My responsibilities were: Wireframing, Prototyping, UX research, UI/UX, Technical support.

Joxi screenshoter

Video overview of the Mac version

Joxi is a handy, modern service that allows to share files and screenshots instantly via the Internet. Provide features for publishing screenshots in the social networks.
Worked from 2007 – 2009.

My responsibilities were: Wireframing, Prototyping, UI/UX, Technical support.