

Personal information

Maxym Nikitenko

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Seniour UX/UI Designer

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33 years old

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Objective

My strong points are: understanding the clients' demands, detecting and understanding the users' needs, prioritizing and moving towards the goal, considering possible evolution of the project.

I can make decisions by myself and be responsible for my own actions and the activity of my team.

Experience:

- work with vast and complex multi-platform systems;
- full cycle of design - from research and proof of concept to style-guide delivery and UI-Kit with iteration development;
- web, mobile, IoT, touch wall, augmented reality.

I conduct interface user testing with an eye-tracker and a neuro-headset (brain-computer interface).

Working experience

2014 – 2017 (3,5 years)

Senior UI/UX designer, project lead at Trinetix.

I worked on complex enterprise solutions. Web systems, mobile applications, touch wall, branding. More than 12 large-scale projects.

Featured project:

Audience: 200k+ users. Service helps users to efficiently solve tasks reducing the time spent by users and the number of critical errors.

Awards: App of the year (at enterprise app store).

2017 till present

Co-founder of Monster dips auto-tuning company.

Tasks: Quality control, HR, communication with customers and manufacturers, marketing, production.

2015-2016

Took part in three start-ups which use BCI and Google Glasses.

2012-2013

UI/UX designer at Lightsoft

Featured project:

Rutraveller.ru - portal for traveller experience, photos and sightseeings. I worked on this project for one year. During this period the monthly audience had 20 times increase (from 20k to 400k) with 30+ pages viewed by each user daily. I invented and designed 5 new sections of the portal.

Awards: one of the best Russian website for travellers.

2006-2014

Tasks: flash animation and development, web design, interactive presentation, advertising, identity, tech design, illustration, social games.

Companies: Skykillers, Redkeds, Cooper, ABP.

Education

2002-2007 (5 years)

B.Sc Computer Systems and Networks (Odessa National University)

Graduation thesis: Design and development of the University website.

1998-2002 (4 years)

Computer courses

Hardware operator, system and network administrator, graphics and design, programming (basic, pascal, delphi, c++), databases.

Brief biography

I lived and worked in Odessa, Kyiv, Thailand.

I first started creating digital graphics when I was 8 y.o.

At the age of 9 y.o. I started drawing graphics using Basic (computer language).

Hobbies: mountain biking, car tuning, Autosport, sim racing.

My dream is to learn paragliding.