

Oleg Tischenkov

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Senior UX/UI designer

Creative thinking, product, visual, UX/UI and interaction design, illustration and animation, prototyping, analytic

Skills and proficiency

- Experience in using high and low fidelity design tools, deliver the appropriate interface designs including prototypes, mock-ups, wireframes, user stories, user journeys, optimized for a wide range of devices and interfaces basing on deep understanding of user-centered (UCD) and human-computer interaction (HCI) design, conducting user research, user testing and prototyping.
- Experience in using UX design best practices to design solutions, and a deep understanding of mobile and responsive web design solutions.
- Experience in desktop and mobile application design, interaction design, prototyping, print and graphic design, motion design and animation
- Ability to simplify complex problems into elegant solutions
- Experience in design and prototyping tool as: Adobe Illustrator, Adobe Photoshop, Adobe XD, Sketch, Axure, Marvel app, InVision, Principle, Kite, Figma, InDesign, Dreamweaver, AfterEffects, Maxon Cinema4D, Premiere and other.
- Basic knowledge of HTML5, CSS3, and JavaScript.
- Experienced with Agile proceed.
- Superficial knowledge of user testing tools as Morae, Optimizley and usertesting.com; and web analytic tools as Adobe Analytics and Google Analytics.
- Facility with design systems, standards and frameworks.

Profile qualities

- Energetic, creative, enthusiastic, team player, enjoys team production environment, organized, efficient, fast learner, friendly.
- Enjoy new and challenging work and solving it in original, innovative ways as well as involving other people in new journeys through leadership and activities.
- Opened to receiving feedback and constructive criticism.

Working experience

May 2014 – present

Questrade, Toronto

Senior Graphic and UI/UX designer.

Design and prototype responsive web sites, UX design for trading platform. Marketing products design (print, video and web production).

Had been awarded in inner competition as the best marketing tool application designer, creator, and creative team lead.

2011-2016

Rukuku Inc., San Jose, California,

CO-founder, Lead designer, Product designer

Establishing and support design system.

Responsive web application design. Mobile application design.

Marketing materials design and production.

2000-2010

Art Lebedev design Studio, agency, Moscow, Russia

Lead web designer / Illustrator

On a daily basis was actively involved in the following work: web-site designs, flash applications & game designs and developing, web-animations, internet advertising, design movie titles, web and print illustrations.

Clients: Nokia, Mitsubishi, HP, 3COM, MTV, Samsung, LG and other international companies and brands.

Art. Lebedev Studio is Cyber Lion Winner and other Russian and international design awards. Design studio, advertising agency

Early

2005-2011

Self-employer, freelancer

Illustration, animation, design, UI/UX.

Clients: Kobo (graphic and motion design for marketing department), Ryerson University (learning web application design and support), and other companies,

magazines and advertising agencies (web-design, illustrations, animations, infographic design).

GCS Multimedia, Moscow, Russia.

Art Director

Daily activities included: design concepts for multimedia software developing, web / multimedia design, user interface design. print graphic design
clients: Motorola RPG, Moscow, GCS international, Sotcintech.

State TV Broadcasting, Smolensk, Russia.

Computer Graphic Engineer, Lead designer

design layouts and concepts for broadcasting design, TV production and video editing, motion design.

Education

1998, **Moscow Power Engineering Institute** (Moscow, Russia)

Bachelor's Degree: Programming and Technology of Complex Robotic Systems, Computer Science (CS)

1999, **Highest Advertising Courses** (Moscow, Russia)

2015, **AlterSpark** Psychology for Digital Behavior Change

2018, **Upenn /Coursera**: Gamification (in progress now)

Public speaker, tutor & writer

Computer art evangelist.

Tutor of illustration in British Higher School of Art and Design, Moscow, Russia.

- more than 100 hours of public workshops and lectures in schools, universities and special computer and art exhibition, promotions and personal meeting;
- speaker on Apple Road Show, (2005 Moscow, Russia);
- special guest in promotional events by: Adobe, Wacom and Corel;
- 10+ years columns writing experience about creative and techniques of computer drawing in specialty magazines;

- more than 100 published articles and interview in:
Computerra, Home Computer, Publish, World of PC

Links

Introduction:

<http://olegti.webflow.io>

<http://olegti.com/all/>

Open space:

<http://dribbble.com/olegti>

<https://www.uplabs.com/olegti>

<http://www.behance.net/olegti>

Product design examples

<http://olegti-portfolio.webflow.io>

<http://olegti.com/olegti18pf.pdf>

<http://olegti.com/portfolio/>

Illustration and animation

<http://olegti.com/works>

<http://catoro.ca/portfolio.pdf>

<https://vimeo.com/user9952950>

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