

Artur Trifonov UI DESIGNER

Contacts

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Skills

- Design system, UI kit
- Atomic design & tokens
- Figma design + prototypes
- Documentation (storybook)
- UX research
- HTML, CSS, JS / SPA
- Mentorship
- Writing texts

Languages

- Russian, native
- English, B1

Links

- Open lesson "Figma basics for frontenders" frontend-design.ru/lections/figma
- Lecture "Modern technologies in the IT"

I design interfaces for analytics systems that display a lot of data in graphs and tables. I also create design systems with detailed UI documentation. Recently, I designed three big services: a planning and management system for a cloud portal, a complex analytics system, and a dashboard system.

Work experience

CloudTech — UX Designer / Product Designer

AUGUST 2021 – PRESENT

I develop interfaces for managing and analytics of cloud systems: I create complex dashboards, graphs and interfaces similar to Azure Cost Management, AWS Cost Explorer and Harness tools.

- Worked on new resource analytics tools for cloud systems;
- Created a UI kit with a wide range of theming options;
- Developed interfaces within existing design systems;
- Created a Chart kit for working with charts.

.html academy — Mentor, Author

OCTOBER 2019 – JULY 2023

I help students take their first steps in the frontend. I review homework and also advise when students are having difficulty. For recurring questions I write articles and screencasts.

- Conducted 15 intensives where I led 50 students. 66% successful defenses, which is above the average.
 30% of students left a feedback with highest mark;
- Wrote 10 articles for students. Created a reference project and text reviews for light version of "Frontend developer" profession;
- Conducted an open lesson on YouTube "Figma basics for frontenders";
- Co-author of the "Design for Frontenders" course.

Self-employed — UI Designer, Frontend developer

JUNE 2019 – AUGUST 2021

Developed from scratch and finalized existing sites.

United Design Studio — Co-founder, Interface developer

JUNE 2011 – JUNE 2019

Communicated with customers, identified needs and drafted technical specifications. Build interactive prototypes in Axure and HTML + CSS. Supervised the production process at the stages of design and programming.

- Created a customizable UI kit based on the Zurb Foundation;
- Developed a template engine for commercial offers based on web technologies.

Education

frontend-design.ru/lections/it

- Lecture "Modern web page layout"
 <u>frontend-design.ru/lections/layout</u>
- Lecture "Content Management System" <u>frontend-design.ru/lections/cms</u>
- Article "How to fix common design mistakes"
 <u>htmlacademy.ru/blog/articles/</u> <u>bad-design</u>
- Article "Why should a developer know design?" <u>htmlacademy.ru/blog/middle/</u> <u>frontend-in-design</u>
- Articles "Help for students learning HTML and CSS" <u>mentorium.frontend-design.ru</u>

Understand, design and describe user behavior

Design Line PRO

MAY 2022

JavaScript. Architecture of Front-end Applications

.html academy

JULY – SEPTEMBER 2021

Fundamentals of User Centered Design

International School of Internet Marketing IMPRO OCTOBER 2013

Digital Strategist '13/1

School of Innovation and Creative Thinking IKRA NOVEMBER 2013

Environmental Design

Pushkin Leningrad State University, Faculty of Arts 2005 – 2011