# ALEX KIREEV

1985

UI/UX Team Lead
Art-director

And it makes chosing content for portfolio kinda difficult.
That is why I introduce you

# REGULAR ORDINARY AVERAGE DEMO

**DISCOVER**

## WHY TO USE FLOATING ACTION BUTTON IN IPHONE MOCKUP

23 dec. 1985

The purpose is to create something demonstrating the scope of skills, and I really doubt HR would somehow differ iOS guidelines from Android. If you are a UI/UX specialist, please pardon me there and believe – I know the difference.

Skip

WORK WITH
APPLE AND GOOGLE
DESIGN GUIDELINES

iOS, Android

DISABLED

MOUSEOVER

PRESSED

ACTIVE

Active text input

Caption
**Not a valid value**
With error message

DROP IT

## LIBRARIES AND KITS

UI_kit.sketch

I usually create libraries for projects, it helps develop collaboration and allows quick sharing of different parts between teams.

I also appreciate deviding huge projects to libraries, because it helps collaborate on it without having any GIT.

Apps I know and use

In   Ai   Ps   Xd   Id   Ae

From logic and flow perspective it would be better to place this block first, but Hi-Fi pictures grab attention better.
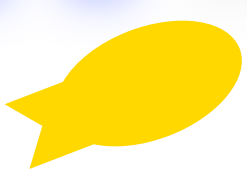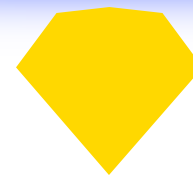
# WIREFRAMES

Menu

Start

Final

LNG

home

Menu   Home

CTA

I'd better work with **B2B** and **ENTERPRISE**, not with B2C
You see, all these CMS and huge technically loaded stuff.

I collect input from stakeholders and business-unit, create logic architecture, coordinate with Devs, make wireframes and prototypes, then goes final Hi-Fi UI.
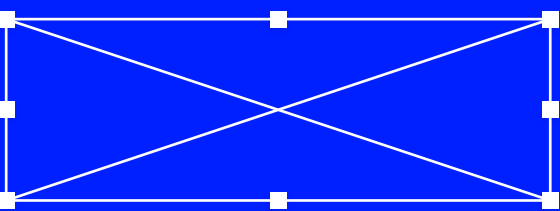
bigger or brighter

# DEADLINE

As a teamlead / art-director I understand the balance between quality, requirements, time, costs including implementation and dev side.

# NICE TO KNOW

I tried to quit design and to open and run a bar.
I've been running it for about a year, lost ton of money because of my perfectionism, then sold that bar and returned to design.

Why is this relevant?

Because now you can be sure **it wouldn't happen again.**
And because now you know I'm not a perfectionist anymore.
Deadlines, costs and stuff.

Thank you.

# ALEXANDER KIREEV

Dec 12 1985                    [work@akireev.net](mailto:work@akireev.net)          [https://www.behance.net/sashechka](https://www.behance.net/sashechka)
N. Novgorod, Russia            +7 905 666 0040

## Education

**2008**     Lobachevsky National Research University, N. Novgorod, Russia
            Radiophysics, Information systems and Technologies, Quantum Physics
            – Specialist / Engineer in optical communicstions and technologies

## Key Skills

Design | UI | UX | Sketch | Figma | Adobe Photoshop | Adobe Illustrator

Project Management | Branding | Team Management

## Languages

**Russian**   Native
**English**   C1
**German**    A1

## Professional Experience

From November 2016
**Auriga, Inc.**
**UI/UX Team Lead**
UI/UX Development Team Leading, usability analysis, presale management, juniors mentoring.
We mostly develop interfaces for Enterprise web-based b2b applications and platforms, sometimes b2c mobile apps.

September 2009 –
January 2018
**Freelancer**
Marketing, Branding, Visual design, Graphic Design, UI, Video production

October 2015 –
November 2016
**Barrymore Gastropub**
**Owner, Director, Bartender, Manager**
I started a small business to have a break in design.
The best lesson of life and people understanding I've ever taken.
General conclusion No.1: make researches, not just suggestions.
General conclusion No.2: keep away from bar and kitchen industry.

September 2013 –
September 2014
**EMAY Digital Agency**
**Art Director, Managing Partner**
One of 2 Managers invited, I had a year to develop content production unit,
hire and teach designers, stabilize company processes.
Successfully done.

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June 2005 –
February 2012
**Artbait branding agency / Prof.Com design studio**
**Designer**
Started in branding agency as a technical designer, moved to design studio as a graphic designer.
In fact, we did photoshooting, 3D, video, web and literally everything. That was funny.

## Note

I'm working as a UI/UX Team Lead, and we're mostly focused on Enterprise projects for companies from Europe and US.
I'm looking for a chance to work in a team digging deep into user experience and solving multidisciplinary design problems
with well-developed internal processes – now we're just a few, and designers usually aren't that involved into the development.

Unfortunately, most part of my current work is under NDA, and it's not like I have a lot to show in my portfolio.
So, if you are interested, I could do a test task – I hired people and understand how things are :)
Thanks for your time.

Sincirely,

Alex.