

# OLENA KHOMCHENKO

## UX Designer

Seattle, WA | (206) 476-6812 | Green Card Holder

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### EXECUTIVE SUMMARY

An emerging UX Designer with progressive experience and a demonstrated ability to create an elevated user experience in line with a product and brand's narrative. Proven capability in developing innovative solutions by creating wireframes, workflows, and mock-ups, and expanding on user stories to facilitate usability testing and iterative prototype design.

### VALUE-ADDED SKILLS

UX Design | UX Research | User Surveys | User Interviews | Usability Testing | Competitor Analysis | Data Analysis | Stakeholder Collaboration | A/B Testing | Personas | Storyboarding | Site Maps | Affinity Mapping | Sketches | Group Critiques | Low-Fidelity Wireframes | High-Fidelity Prototypes | Presentations

### TOOLS

Adobe XD | Figma | Sketch | Lucidchart | InVision | MS Office Suite

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## PROFESSIONAL EXPERIENCE

### APPECH INC.

UX Designer | Remote | Seattle, WA

October 2020–Present

- Participating in stakeholder interviews to determine requirements and understand project goals.
- Collaborating with project managers and developers to streamline the design process for different products (web application, mobile application, online platforms).
- Using the architect's documentation to create easy-to-follow, user-centered low-fidelity wireframes in Lucidchart. Provided wireframes are used for further product development.
- Collaborating with UI designers to produce high-fidelity wireframes in Adobe XD that are based on low-fidelity wireframes.
- Presenting design solutions to the team and clients; participating in design critique sessions; iteratively improving design.

### GET AHEAD TUTOR ([project link](#))

UX Design Intern | Remote | Seattle, WA

July 2020–September 2020

- Based on competitor analysis, conducted remote usability testing of current website and stakeholders' feedback.
- Proposed redesign strategy during design critique sessions.
- Created low-fidelity prototypes, tested them in another usability testing session, presented results to stakeholders, and earned approval for the proposed strategy.
- Created high-fidelity prototype with a design system provided by a visual design team.

### ARMOIRE ([project link](#))

UX Researcher | Seattle, WA

August 2019–September 2019

- Designed purchase history page. With the guidance of senior UX designer, conducted UX research, analyzed data from research, and created low-fidelity wireframes.
- After stakeholder approval, created high-fidelity prototypes for usability testing. Conducted usability testing with ARMOIRE Members to validate design changes. Change is currently used in a live system.
- Proposed new "feed" feature. Idea was born from "purchase history" usability testing data: many ARMOIRE Members were willing to stay longer on ARMOIRE website without transferring to other platforms. Proposed feature was implemented, and it is currently live.

## ADDITIONAL PROJECTS

ZEACON ([project link](#)) | IQ Test ([project link](#)) | PassTime ([project link](#))

## EDUCATION

User Experience Design Immersive Certificate, General Assembly, Jul 2019–Sep 2019

Master of Computer Science, The Dnipro Polytechnic National Technical University, Sep 2012–Jun 2013

Bachelor's Degree in Computer Science, The Dnipro Polytechnic National Technical University, Sep 2010–Jul 2012