

Theo Miracles

Senior Product UX Designer with over 5 years of experience

California, San Francisco (Open to Relocate)

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Overview

Senior UX product designer with over 5 years of experience. I have a passion to work with extensive data dashboards. My specialty is SaaS, enterprise interfaces, Illustrations, 3D and motion design for interfaces. I have worked with enterprises, various startups, and digital product design studios in the United States. Can build products from Emphasize/scratch to launch/test and present ideas to colleagues and management with a presentation. Also I have experience with Sketch and IOS/MACOS Guidelines

Technical Skills

Figma, Sketch, Illustrator, After Effects, Axure, HTML&CSS, Miro, Cinema4D, Photoshop, Adobe Creative Suite, Keynote, Blender, Premier Pro, Adobe Creative Suite.

UX/UI Skills

Stakeholders and User Interview, Competitive Analysis, Personas, User Journeys, Design Sprint, User Flow, Prototypes, Value Proposition Discovery, User Research, Jobs To Be Done, Information Architecture, Wireframes, Testing, Visual Design, Brand Identity, Design System, 3D design, Illustrations, IOS guidelines, Android guidelines,

Experience

Freelance Visual UX designer, Design Consultant (November 2021 – Now)

Crypto, AI Startups (contract) | United States, California

- Creation of Mobile Apps, Dashboards, and Minimal Value Products to find potential investors;
- Provided Branding Guidelines;
- Conduct UX research;
- Design Consulting, and Management;
- Building products from scratch to test and launch;
- Over 30 big crypto and AI projects for two years;
- 5 Startups gain seed for the performance of their product;

Senior Visual/UX Designer (March 2022 – July 2022)

MPH Club – Exotic Car Rental (contract) | United States, Miami Beach, Florida

- Build a brand from scratch;
- Provided Branding Guidelines;
- Creating and implementing pipelines in the development process

- Over 30 Illustrations in Adobe Illustrator
- Full UX cycle
- Communication with founders and conveying ideas
- Working with managers, marketing, and engineering teams
- UI design
- Wireframes, Prototypes, user flow, high fidelity wireframes

Senior Visual/UX Designer (August.2022 – April 2023)

Crypto University E-learning crypto platform (contract) | United Arab Emirates, Dubai

- Managing Pipeline from defining product to Development
- Conceptual stages, MVP, validation
- Illustration in Adobe Illustrator
- 3D design, 8 characters in Cinema 4d, Octane Render
- UI design
- Gathering Data, Presentation Data, Value Proposition
- Ideate sessions, Crazy 8, brainstorming
- UX research – User Persona, Metrics, Competitors, Customer Journey Map, User Flow, Empathy Map, Problem. Statement, Jobs to Be Done,
- Website design, Internal dashboards
- Built part of the design system
- Design structure, Wireframes
- Led internal small design and development team
- Documentation for developers (used Zeplin)

Lead Product Visual UX, 3D, Motion Designer (September 2021 – February 2022)

Enterprise VTB Bank Germany Department (Full Time) | Germany, Frankfurt

- Conduct Usability Testing
- Over +100 3D illustration in Cinema 4D, Redshift Render
- Management, Leading team
- Wireframing in Axure
- Main and Internal Pages
- Feedback for designer
- Presentation Idea to high management
- Benchmark, Competitor analysis
- User Testing
- Design System
- Improve conversion rate by 37%

Senior User Experience Designer (September 2021 – December 2021)

JustFood E-commerce (Contract) | Russia, Moscow

- UX research
- Built part of the design system
- Built internal pages
- Documentation, communication with developers
- High Fidelity Wireframes

UX dashboard, 3D designer (June 2021 – September 2021)

RavenGG E-commerce (Contract) | United Kingdom, Birmingham

- Built payment pages
- Conducting UX research
- User Testing, A/B testing

- High Fidelity Wireframes
- Implementation of 3D builder for creating equipment
- Patterns for equipment in Adobe Illustrator

Visual Product UX Designer (December 2021 – September 2021)

Kinetik HealthCare (Contract) | United States, New York

- Working from early-stage product development to launch
- End-to-end experience
- UX research (Miro, Figma Jam)
- Working with extensive data dashboards
- Communication with team
- Over 450 dashboard screens, wireframes, and prototyping
- Competitor Analysis
- Working with data analyst
- Illustration and motion design for branding and website

UX, Motion designer (December 2020 – September 2021)

Halo Lab (Full time) | United States, New York

- MPV, validation
- Motion Design in After Effects
- Working with the data analysis team
- Brainstorming sessions
- Wireframes, UX research
- UI design, website design
- Metrics
- Documentation for developers
- Hotjar analysis
- Surveys, A/B testing

User Experience/Visual Designer, Motion, Illustrations (February 2018 – November 2019)

Boel IT APS (Contract) | Denmark, Aalborg

- UX/UI for the dashboard
- Full UX pipeline from problem statement to launch and testing
- Over 100 screens
- Prototyping, Animation

User Experience/Visual Designer, Motion, Illustrations (November 2016 – December 2020)

Lazarev Product Agency (Full Time) | United States, New York

- Worked with dashboards for large American/Europe companies
- Made UX/UI for Mozayix Analysis Platform
- UX/UI for GoPingu Task Management Tool