



Hey! I am Ulyana

Senior UI/UX Designer with over 10 years of experience, based in Madrid and currently working for Bankinter. I am energetic and eager to learn new skills. Even though I take my work seriously, I do have a good sense of humour.



Experience

Bankinter

2023 – Present

Product designer focused on improving the accessibility and usability of Bankinter's products. Project management for Bankinter Corporate and Asesoramiento Ágil. Involved in designing for the bank's app and web platforms. Collaboration with front-end, accessibility, and product teams.

- **Investment Fund Tool.** Accessible design of a tool for searching, comparing, and consulting investment products, including detailed data sheets for each fund. Collaborated with the accessibility team to ensure compliance with standards and best practices.
- **Easy Mode in the Bankinter App.** App customization for senior users, based on simplifying navigation and basic processes such as transfers. UI redesign with larger fonts, bigger buttons, and optimized visual elements to improve comprehension and accessibility.

Kairos Digital Solutions

2017 – 2023

Product Designer at Bankinter, focused on improving user experience. Design of flows, wireframes, and interactive prototypes. Updating the design system and collaborating with product and development teams. Involved in projects such as App Broker, Popcoin, and internal tools such as Financial Planning, Agile Advice, and the redesign of Bankinter Corporate.

People Who Global

2015 – 2017

UI Designer for international health platform. Design interfaces for adaptative website, iOS and Android mobile application. Working closely with CEO, product owners, engineers and copywriters. Pre-production design reviews prior to production release.

Freelance

2014 – 2015

UI/UX. Designing wireframes, prototypes and user interfaces to be implemented within websites and mobile applications. Export and delivery of all assets for development such as icons, images, logos, etc.

Creania Labs S.L.

2014

UI Designer involved in projects such as MegaStar FM and Welvi Experience Sport mobile applications. Image editing and delivery for the development team. User experience suitable for Smart TV.

Unidad Editorial S.L.

2012

Graphic Designer. Image treatment for different editorial media such as Yo Donna, Metrópoli, Telva, Marca, El Mundo and others. Creation of photographic collages and print tests for review with the art director. Worked collaboratively with team members and art directors.



Education

Product Psychology by Growth.Design

The role of psychology in design helps us know what psychological design principles are essential in the design process. Visual elements evoke certain feelings in users. An understanding of psychological principles of design can influence how users receive information. (2023).

Behavioral Design Bootcamp and Behavioral Content Design

Behavioral design helps understand why customers do what they do and influences human behaviors, which helps reach business goals without use of dark patterns. Behavioral design focuses on helping users achieve their own goals through small and significant changes to how they use the product (2022 – 2023).

UXER School

- Design Systems (2021).
- UX Design Sprint Series (2019).
- Service Design (2018).
- User Experience Essentials (2017).

Rubén Ferló

- Logo Design: Graphic Simplification and Minimalism (2021).

La Nave Nodriza

- Data Driven Design by Elena Pavón (2018).
- Meaningful Communication Workshop by Ana Carrascosa and Marina Lorenzo from Materia Prima (2018).

Graphic Designer and Editorial Products Specialist

- Higher National Diploma (HND) - Technical and Vocational Education and Training (Madrid 2010 – 2012).



Skills

UI/UX and Product Design
Wireframing
Prototyping
User Flows
Responsive Web Design
iOS and Android App Design



Tools

Figma
Sketch
Invision
Adobe Photoshop
Adobe Illustrator
Adobe InDesign



Languages

ESP Bilingual Proficiency
ENG Upper Intermediate
UKR Native Speaker