

Hey, I am Dina, a designer with 5+ years of work experience. I am passionate about solving complex UX challenges and designing high quality interfaces and design systems. I understand what it takes to create awesome, consumer-oriented experiences. Also I have strong eye for grids, visual patterns, pixel-perfect attention to detail and people-focused design mentality.

I've worked with brands like Spotify, Mentos, Subway, Starbucks, Chupa-Chups, Bonava and Sweden.se.

Contact

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Portfolio

pustoshi.com
behance.net/pustoshi

Achievements

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| Best Design | Created the best Social Media Design of the year for e-commerce, Russia, 2019 |
| Winner | Won 4th place at Silver Mercury Design Youth Competition, Russia, 2018 |
| Exhibition | Was presented at the Hermitage museum, 2016 |
| Winner | Won free education at the Hermitage Museum contest named 'Form and text', 2016 |
| Exhibition | Was presented at the creative space "Tkachi", 2015 |

Skills

User Interface Design, User Experience Design, Visual and interaction design, Personas, Wireframes, Interactive Prototyping, Rough sketches of interactions, Communication with developers, Task delegation and planning, User flows and pain points, Business goals solving, Team work

Design Tools: Sketch, Adobe creative suite (Photoshop, Illustrator, Indesign, Lightroom, AdobeXD, AfterEffects) InVision, Marvel, Axure, Figma, Zeplin, Framer X.

Experience

Young Jury Awwwards, Remote	2020–now
Product Designer Animal, Stockholm, Sweden	2020–2021 (4 mo)
Product Designer Ubiquiti Networks, Stockholm, Sweden	2019–2020
Product Designer Greater Than, Stockholm, Sweden	2019 (6 mo)
Product Designer Deasign, Swedish digital agency in Russia.	2017–2019
Product Designer Medor, Saint Petersburg, Russia.	2016–2017
Graphic designer Devexperts, Munich, Germany (remotely).	2016
Graphic designer Aurora Fashion Week, Russia.	2015

Education

UX/UI Design Course	Adobe Education, 3 months.
UX/UI Design Course	Epic Skills, School of IT, 1 year.
Design Course	Hermitage Youth Centre, 6 months.
Master's degree	Digital, Multimedia & Information Resources, Peter the Great Polytechnic University, 1 year.
Associate's degree	Geodesy, National mineral resources university, 5 years.

Hobbies

Music, Running, Traveling, Maths, Photography: pustoshi.tumblr.com
Owner of a second-hand store: instagram.com/croyshop

My intention behind every product and interface is to understand people — their emotions, behaviors, and attitudes. And in everything I do, I'm interested in how design and technology can elevate businesses, people and the communities around them. My workflow is based on organizing an idea into a well-functioning microsystem, where each element is logically connected to each other. With experience in component architectures, I can improve, maintain or design whole complex product ecosystems.