



👤 27 years

♂ Male

📍 Chișinău

in  Bē

TOP Skills

- **Figma** · 2 years
- **Design of User Interfaces** · 2 years
- **Prototyping** · 2 years
- **User Research** · 2 years
- **User Experience** · 2 years
- **Wireframing** · 2 years

Preferences

- Full-time
- Flexible
- In-house
- Hybrid

Languages

- **Romanian** · Fluent
- **Russian** · Native
- **English** · Medium

Skills

- UX Research
- User Experience
- Design of User Interfaces
- Design Process
- Figma
- Adobe Illustrator

Datele de contact sunt contra cost. Detalii aici: <https://www.lucru.md/ro/preтури/cv>

UX/UI Designer

About me

I am a mid-level UX/UI designer with reak commercial experience, specializing in creating intuitive and functional interfaces. My experience spans a wide range of projects, from landing pages and e-commerce platforms to complex SaaS and CRM systems. I have worked on the full development cycle, including user research, creating CJMs, developing design systems, and conducting final testing.

I have successfully delivered several projects, showcasing flexibility, attention to detail, and the ability to quickly adapt to client needs. During my work process, I actively collaborate with developers, participate in meetings, and ensure the efficient implementation of solutions.

I am proficient in Figma and have intermediate skills in Adobe Illustrator and Photoshop. My goal is to design digital products that combine aesthetics with real value for users.

Work experience

UX/UI Designer · Blue Twin Bit · Chișinău

August 2025 - Present · 4 months

Responsibilities:

- Joined the project from scratch: defined product goals, requirements, and mobile app structure.
- Conducted UX research (competitor analysis, target audience, user scenarios).
- Developed user flows, wireframes, and prototypes based on research insights.
- Created the UI concept and design system (components, auto-layout, styles).
- Delivered designs to developers and supported the implementation phase.

Achievements:

- Completed full UX/UI cycle for the MVP within the planned timeline.
- Built an interactive prototype that was showcased at an industry event to attract early users.
- Optimized key user flows, reducing the number of screens and simplifying interaction.
- Received positive feedback from the client regarding UX quality and app structure.
- Improved collaboration between design and development,

- Collaboration with stakeholders

Driving licence

Category: B

reducing approval time.

Skills: Figma, Brainstorming, Collaboration with stakeholders, Mobile App Design, Design of User Interfaces, Wireframes, CJM, UX Research

UI/UX Designer · MiOrganics LLC · Chişinău

June 2024 - Present · 1 year 6 months

Responsibilities:

- Designed user-friendly interfaces for web and mobile apps;
- Created wireframes, prototypes, and high-fidelity mockups in Figma;
- Worked closely with developers team and participated in regular sprint meetings;
- Provided feedback, and adjusted designs based on technical constraints;
- Conducted user testing sessions and iterated on designs based on feedback from users.

Achievements:

- Enhanced platform usability and designed a seamless user journey;
- Increased efficiency in system workflows and processes;
- Received positive feedback from users and stakeholders for the platform's usability and design;
- Contributed to the growth of active users and improved key platform metrics, positively impacting the company's overall performance.

Skills: Sprint Meetings, Usability Testing, Prototyping, CJM, User Research, Design of User Interfaces, User Experience, Team Working

UI/UX Designer · Freelance · Chişinău

November 2023 - November 2025 · 2 years 1 month

As a freelance designer, I helped clients transform ideas into functional digital products by combining UX best practices with clean, user-friendly UI design.

- Designed websites and web/mobile applications for small businesses and startups.
- Delivered full-cycle design: user research, wireframes, UI concepts, and prototypes in Figma.
- Created a design system and reusable components to improve consistency and efficiency.
- Collaborated directly with developers and clients to ensure smooth implementation.

Skills: Wireframing, Prototyping, User Flows, User Research, Figma, Design of User Interfaces, User Experience

UI/UX Designer · XP Maps · Chişinău

January 2024 - June 2024 · 6 months

- Conducted competitor analysis to identify industry standards

and user expectations;

- Collaborated with stakeholders to gather requirements and understand user needs;
- Designed user-friendly interfaces for key features;
- Created wireframes, prototypes, and high-fidelity mockups in Figma;
- Worked closely with developers team;
- Participated in regular sprint meetings, provided feedback, and adjusted designs based on technical constraints;
- Conducted user testing sessions and iterated on designs based on feedback from users.

Skills: Usability Testing, Prototyping, CJM, User Research, Figma, Design of User Interfaces, User Experience, Team Working

Desired industry

- Design / Web Design / Graphics

Education: Specialized secondary

Courses, trainings

UX Design Fundamentals

Graduated in 2024

Organizer: Tekwill Academy