



25 ani

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O Chisinău

□ 15 000 MDL

in Bē

TOP Competențe

• Teamwork · 7 luni

• Adobe Illustrator · 3 luni

• Adobe Photoshop · 3 luni

• Figma · 3 luni

• Wireframes · 3 luni

• Customer Journey Maps · 3 luni

Preferințe

• Full-time

Part-time

Flexibil

Hibrid (Oficiu/Acasă)

• Remote

În locatia angajatorului

Limbi

• Română · Nu cunosc

• Rusă · Elementar

• Engleză · Fluent

• Turcă · Nativ

Competente

• UX Research

• User Interface Design

Datele de contact sunt contra cost. Detalii aici: https://www.rabota.md/ro/prices/cv

Worker

Despre mine

With a background in Machine Technologies, Front-End Development, and Product Design, I bring a unique mix of technical and creative skills. I have 4 years of experience as a Machine Technician (CNC operations, coding, AutoCAD, Siemens NX, SolidWorks), 1 year in Front-End Development, and 2 years as a Product Designer using tools like Figma, Photoshop, and Illustrator. My cross-disciplinary experience helps me design usercentered solutions and adapt quickly to new challenges.

Experiența profesională

UI/UX Designer · Savikko · Finland

Ianuarie 2022 - Aprilie 2022 · 4 luni

- Designed and developed a responsive website for a global transport company.
- Worked as both Junior Front-End Developer and Junior UX/UI Designer.
- Coded interfaces using HTML, CSS, and JavaScript with a focus on usability and performance
- Created wireframes and mockups to guide the visual and functional layout of the site.
- Improved user experience by ensuring intuitive navigation and responsive design.
- Collaborated with stakeholders to align design with business goals and customer needs.

skills, knowledge, abilities, or achievements:

- Proficient in HTML, CSS, and JavaScript for responsive and accessible front-end development.
- Skilled in UI/UX design using Figma, Adobe Photoshop, and Illustrator.
- Strong understanding of user-centered design principles and web design.
- Ability to create clean, consistent interfaces with attention to usability and branding.
- Gained experience working cross-functionally with stakeholders and adapting feedback into iterations.

Competențe: Adobe Illustrator, Adobe Photoshop, Figma, Teamwork, Wireframes, Customer Journey Maps, User Interface design, User Research, Experiența Utilizatorului, Dezvoltare Software Front-end

- User Experience Design
- Adobe Illustrator
- Adobe Photoshop
- Serviciul Clienti
- Teamwork
- Figma

Machine Technician · Alkan Machine · Turkey, Ankara Industry Zone (OSTIM)

Iunie 2017 - Septembrie 2017 · 4 Iuni

- Worked as a Machine Technician for 4 months, focusing on CNC machines and other industrial operators.
- Performed CNC coding for precise machine control and part manufacturing.
- Interpreted and modified technical drawings using Siemens NX, AutoCAD, and SolidWorks.
- Developed strong skills in digital modeling, precision machining, and production efficiency.

skills, knowledge, abilities, or achievements:

- Proficient in CNC machine operation, coding, and setup.
- Demonstrated attention to detail, accuracy, and adherence to production standards.
- Able to work independently and follow safety protocols in a fast-paced environment.

Competente: Teamwork

Domeniul dorit

• Design / WebDesign / Grafică

Studii: Medii de specialitate

Cursuri, training-uri

Al Fundamentals for UX: Understanding Al concepts, principles, and practices essential for creating human-centered, trustworthy Al-powered experiences

Absolvit în 2025 Organizator: UXCEL

HTML & CSS Foundations

Absolvit în 2025 Organizator: UXCEL

Enhancing UX Workflow with AI: Learned how to integrate AI into UX design to create smarter, more personalized user experiences.

Absolvit în 2025 Organizator: UXCEL

UX Research: Learned to plan, conduct, analyze, and present impactful UX research by applying modern methodologies for effective user insights and design decisions

Absolvit în 2025 Organizator: UXCEL Service Design: Learned the basics of service design research, ideation, prototyping, and implementation to align teams, improve delivery, and create seamless customer experiences.

Absolvit în 2025 Organizator: UXCEL

Product Analytics: Learned how to use product analytics to make data-driven decisions and improve user experiences.

Absolvit în 2025 Organizator: UXCEL

Wireframing: Learned to create effective wireframes that seamlessly integrate into design workflows, improving communication and driving better design outcomes

Absolvit în 2025 Organizator: UXCEL

Mobile Design: Learned mobile UI/UX patterns, workflows, and platform-specific strategies to create exceptional, user-friendly mobile experiences across different devices.

Absolvit în 2024 Organizator: UXCEL

Design Workflow Facilitation: Learned the essentials of planning and leading effective workshops. Build skills in facilitation, collaboration, and driving desired outcomes with confidence.

Absolvit în 2025 Organizator: UXCEL

Design Accessibility: Learned the fundamentals of digital accessibility and how to create inclusive experiences for all users.

Absolvit în 2025 Organizator: UXCEL

UX Design Psychology: Learned the psychological principles behind user behavior and decision-making.

Absolvit în 2025 Organizator: UXCEL