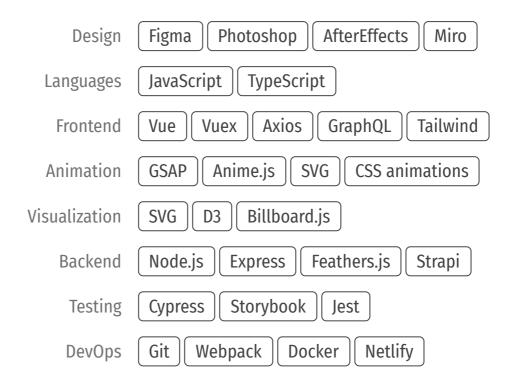
# ILYA VASILYEV

UI designer and UX specialist focused on making complex web app simple and accessible.

Also frontend developer, specialized in Vue.js, visualization, animation, and interactivity, with entrepreneurial experience and motion design skills.

<u>Website</u> <u>GitHub</u> <u>LinkedIn</u> <u>Facebook</u> <u>Angel.co</u>

# Skills



# Experience

# Creatomus Solutions **UI/UX designer**

#### 2019 - present

An interactive house configurator startup, that grew up from the winning of Garage48 GreenTech hackathon in Tallinn

## Saavu frontend developer UI/UX designer

#### 2019 - present

Finnish startup exploring mass communication solutions for events organizers, content creators and influencers

# Vedomosti frontend developer

#### 2018

Mid-size news media company, oldest Russian newspaper, one of few state-independent media

- **visual and interaction** design of special marketing tools
- UX research and UI redesign for the main product

- developed frontend parts of new services from **Figma mockups** to **integration tests**
- built and implemented common style guides
- graphic design and motion design for marketing

- rebuilt old HBR Russia site with Vue, using SSR
- made a series of special partnership projects, also with **Vue**
- maintained frontend part of multiple legacy apps, made mostly with Ruby, Rails, SLIM templates, CoffeeScript, AngularJS, and SASS (someone really hates braces)
- tried to help management with implementing **Agile** within the conservative and hierarchical organization

## MeYou frontend developer UI/UX designer

## 2014 — 2019 (part-time)

A communication startup for events (networking, polls, Q&A, PR)

# PULSE.visuals co-founder

### 2017

Another startup — an attempt to explore the idea of dynamic visualizations of financial models, this time with focus on real-word application and customers

## Creatomus Solutions UI/UX designer frontend developer

### 2015

An interactive house configurator startup, that grew up from the winning of Garage48 GreenTech hackathon in Tallinn

- set up **git** and trained the team to use it
- managed integration of machine learning
- designed initial **UI** and **UX**
- built custom CSS framework for internal use
- redesigned and redefined **admin panel**
- performed a lot of groundwork on events
- iteratively crafted marketing kit
- tried **outbound sales** to improve sales pitches
- tried to find product market fit

- participated in the hackathon for the first time ever
- joined the team of architects as a **designer**
- built the **frontend** part of the prototype
- we **won** the hackathon

# PLAIN.solutions **co-founder**

## 2014 - 2016

First startup idea — to use interactive infographics for better risk management, predictive analysis and decision making

# Fluffy Move Studio director

editor motion designer VFX artist sound engineer composer manager

2013 — 2019 (part-time)

Small family studio, started as an experimental animation lab, now creates custom video content

- authored and designed all visual part of the **idea**
- learned JS to turn the idea into interactive prototype
- learned fin analysis and statistics to implement probability analysis in financial modeling, all on the client side with realtime response to user input
- met with client's analysts and decision makers to provide custom tailored visualizations
- presented the product to new customers
- produced a series of cartoons for children show including six short films and two fulllength animated backgrounds in After Effects
- built animation production workflow
- **hired** and **managed** animators and motion designers
- produced web animation experiments
- prototyped interactive comics and books