

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.

[Website](#) [GitHub](#) [LinkedIn](#) [Facebook](#) [Angel.co](#)

Skills

Design	Figma	Photoshop	AfterEffects	Miro	
Languages	JavaScript	TypeScript			
Frontend	Vue	Vuex	Axios	GraphQL	Tailwind
Animation	GSAP	Anime.js	SVG	CSS animations	
Visualization	SVG	D3	Billboard.js		
Backend	Node.js	Express	Feathers.js	Strapi	
Testing	Cypress	Storybook	Jest		
DevOps	Git	Webpack	Docker	Netlify	

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

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

Saavu frontend developer UI/UX designer

2019 — present

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

- 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

Vedomosti frontend developer

2018

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

- 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)

- 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

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-world application and customers

- iteratively crafted **marketing kit**
- tried **outbound sales** to improve sales pitches
- tried to find **product market fit**

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

- 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

- 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 real-time response to user input
- met with client's analysts and decision makers to provide **custom tailored visualizations**
- **presented** the product to new customers

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

- produced a **series of cartoons** for children show including six short films and two full-length 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**