

Vitaly Yaskevich

User Interface Designer

vito57rus@yandex.ru

Moscow

Education: Bachelor's degree, Advertising and PR (2001 - 2006)

Courses: MITx Mobile Application Experiences

Language: английский, русский

Awards: Runet Prize 2015, 2017, 2019, 2021

LinkedIn: [linkedin.com/in/vyaskevich](https://www.linkedin.com/in/vyaskevich)

Site: yask.work

Resume: yask.work/vitaly

Portfolio: dribbble.com/yask

Top skills: UI/UX, Web Dev, Web Design, WebGL, Design Systems, Material Design, Apple Guidelines

WORK EXPERIENCE

Designer at Sber since 2019

- SberDevices since 2021

Responsibilities: content creation, virtual assistant skills, scripting, design, flow, testing, systematization, theming and branding.

Achivments: launch and development of the skill News, Sports, Magazine.

Launching commercial projects based on skills. Runet Prize 2021

- SberFriend 2019—2021

Responsibilities: a) systematization of the design process (design system), writing guidelines, implementation and development of components (IOS, Android, Web), internal team processes (review, design supervision, etc., creation and implementation); b) DrugCode - a platform for creating micro-applications in Sberdrug. Design, systematization, flow, processes.

Achivments: a) creating of a design system, systematization of the design process, implementation and description of the review process and the principles and metrics of the team's work; b) Implementation of a component system in DrugCode, quality control, review of micro-applications from third-party developers, collection of information and addition to the library of components (IOS, Android, Web).

Designer at PKVS 2015—2019

Responsibilities: user interaction design and interface design, responsive web design, front-end development, graphic design.

Achivments: design and front-end development of karusel-tv.ru (Runet Award 2016), domkino.tv, vremya.tv, telecafe.ru, bober.ru(Runet Award 2019), kanal-o.ru, poehali.tv, и etc.

Designer at Art. Lebedev Studio 2013—2015

Responsibilities: scripting, design, flow, testing, systematization, theming and branding. Content products. Voice Interfaces.

Achivments: launch and development of 3 applications on TV, SberPortal and mobile phones. Launch of commercial projects based on these applications. The Sport app received the Runet Prize 2021