

MICHAIL DZIGAJEV

Interactive Designer | Multi-media | UI & UX



I look to make positive change and bring new ideas to the table, through a combination of my technical and design oriented approach.

Experience

UX / UI Designer Go Instore

(September 2019 - Present)

Responsibilities:

Designed multi-platform solutions for iOS, Android, Web, and Windows for a humanised video communication service between customers and clients in the retail market. Lead the design process for most major releases, as well as filling additional roles as an acting Scrum Master, Program Manager, and Localisation Manager. Other key responsibilities include; Research, stakeholder communication, providing training to other designers, documentation, branding, and visual optimisation & sign-off for client imagery. (Creative Cloud, Figma, XD, Miro, EasyRetro, Agile Scrum, Zeplin, Bitbucket, MS Office, Confluence, Lokalise).

Graphics & Web Designer Ravensbourne University

(November 2016 - July 2019)

Responsibilities:

Designed, prototyped and delivered two websites to support student experience across IT and academic departments. Lead user testing and website optimisation based on user feedback. The Harvard Referencing website I created had a major impact on contextual studies, with positive feedback from both students and staff. (Wordpress, CSS, HTML, SEO, JIRA, Marketing & Wireframing).

UX Designer DoubleMe

(November 2017 - February 2018)

Responsibilities:

Worked on HoloDash project in partnership with Ravensbourne research department. Developed gesture interaction controls for a holographic vehicle dashboard, designed to be used in autonomous vehicles & mixed reality entertainment (User testing, Agile, Research, Leap motion, Visuals, Prototyping & AR/VR).

Education, Certification, Awards

Design and Coding Ravensbourne University (BA) First Class Hons

(2016 - 2019)

Design and Coding is a multi-disciplinary course heavily inspired by the maker-scene. As part of the cohort, I chose to specialise in IxD & UX. Additional skills developed include;

| Problem solving | Hardware | Electronics | Branding | CAD | Collaboration | Agile | Research | User testing | Prototyping (Hi/Lo fidelity) | Web development | Data visualisation | Wireframing | Concept development | UI | Designing PCB's | Storyboarding | Presenting skills

Adobe certified (ACA)
Credential ID: XVb2-XMhP

Bronze art award
Trinity College London

Change Maker Challenge
Top 10 finalist, sponsor: Doppler

WHO AM I

I am a creative problem solver with a broad skill set across design, product and management. I am passionate about blending logic and structure in creating user-centered products. I work using agile and iterative processes covering user research, testing, prototyping, branding, and digital design.

Additional interests are in sustainability, psychology + innovation in technology.

Skills

- UX / UI design
- Visual design
- Wireframe & Prototype
- Concept Design & Storyboard
- User Research & Testing
- Localisation
- Interdisciplinary multi-media
- Product management
- Figma, XD, Creative cloud
- Consulting & Training
- Coding

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