

OLGA YAKOVLEVA

Brooklyn, NY 11211

www.olgayakovleva.me

VISUAL & MOTION DESIGNER

Visual Design | Motion Graphics | Creative Strategy | Animation & Video Production

PROFESSIONAL EXPERIENCE

BROTHER, New York, NY (12/2019 – present)

UX/UI Designer

- Translating concepts and requirements into an end-to-end user experience and chooses the appropriate medium for effective communication.
- User Research. Creating user stories, conducting surveys and interviews, assembling customer journey maps and affinity diagrams to understand the user.
- Building interactive prototypes to test ideas and communicate them internally and externally Iterates quickly and explores multiple solutions for a given problem.
- Creating concepts and designs that cross multiple products and integrate them into a cohesive, seamless user experience for our customers.

ADDISON (Contract), New York, NY (07/2019 – 10/2019)

Visual Designer

- Design consumer facing products, websites, mobile apps. Visual representation of the user interface.
- Collaboration with multidisciplinary UX and/or product teams on technical implementation, concept development.
- Using Sketch, InVision and After Effects for prototyping and developing conceptual ideas all within a user-centered design process.
- Communicating with cross-functional stakeholders to understand user needs and technical constraints

VERIZON (Contract), New York, NY (04/2019 – 07/2019)

Visual Designer

- Solve design problems with Strategy, Creative, Content, and Technology teams.
- Creating high-fidelity final comps, developing effective documentation for varied audiences and collaborating closely with development teams to ensure proper implementation of the designs.
- Creating design solutions through frameworks, wireframes, and prototypes using Sketch, InVision and Zeplin.
- Participating as a contributor to an interdisciplinary team to the definition, planning, and prioritization of user requirements; proactively identifying and solving potential problems within assigned projects throughout the creative process.

WOLTERS KLUWER, New York, NY (08/2016 – 01/2019)

Visual Designer/Motion Graphics Designer

- Transformed prospects into sales by developing captivating marketing materials through graphics, animation, and video editing.
- Envisioned and pioneered cutting-edge, out-of-the-box branding solutions to improve marketing campaigns and promotions.
- Concepts and storyboards development, scripts writing and video editing for new product concepts.
- Working on a projects from start to finish, using new technologies to maximize design & video creation efficiency with After Effects, Premiere Pro, Final Cut, Sketch, Adobe Creative Suite (Photoshop, Illustrator and InDesign).

TECHNICAL PROFICIENCIES

Adobe Creative Suite: Photoshop, After Effects, Illustrator, InDesign, Premier Pro, Lightroom

Software Development: Sketch, HTML, CSS, JQuery, JavaScript, In Vision

Interactive Design: Hardware & Software Sketching, Video Prototyping Technical Proof-of-Concepts

Software & Technologies: Drone “Phantom Mavic Pro”, Pro Tools, Processing , Sony RX10 M IV

EDUCATION

PARSONS THE NEW SCHOOL FOR DESIGN, New York, NY (08/2014 – 05/2016)

Master of Fine Arts, Major: Design and Technology

THE CITY COLLEGE OF NEW YORK, New York, NY (08/2007 – 05/2010)

Bachelor of Arts