TIHOMIR

TIHOMIR AVRAMOV
Senior UX/UI Designer

19 September 1985
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2010 – current

WORK EXPERIENCE (PROJECT RELATED)

Current client: **CORPORATE COMPANY**

Scope: UX lead, conception, prototyping and wireframing, as well as UI lead, design, design systems, design language and storybook for various apps, tools and platforms in the agricultural sector (digital farming). Coordination of UX projects and consulting regarding UX Maturity and Lean UX Approach on stakeholder level. Usability labs workshops, evaluation of the results and planing for development.

Tools and methods: Figma, Sketch, Abstract, Lean UX, design systems, storybook, usability labs, tester interviews; **Team members:** 35; **Project duration:** 48 months (project still running)

Client: **EXPERTEER GMBH**

Scope: UX conception, prototyping and wi reframing, as well as UI design, visual design and design system for various job posting funnels UX conception, prototyping and wireframing, as well as UI design, visual design and design system for upselling products and premium features.

Tools and methods: Adobe CC, Sketch, Lean UX, Axure RP, usability testing, tester interviews; **Team members:** 9; **Project duration:** 12 months.

Client: **LEXIT GESETZE GMBH**

Scope: UX conception, prototyping and wireframing, as well as UI design, visual design and design system of a web-based application for researching and working with legal texts and law related information.

Tools and methods: Sketch, Balsamiq, Affinity, Axure RP, usability tests, testers interviews; **Team members:** 5; **Project duration:** 4 months

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Client: **CHRONO24 GMBH**

Scope: UX conception, prototyping and wireframing, as well as UI design, visual design and design system for various online products, web-based applications Conception and graphic elaboration of various marketing campaigns, marketing products, newsletters and mailings.

Tools and methods: Adobe CC, Sketch, Axure RP, Scrum, usability testing, interviews, marketing strategies, A/B testing; **Team members:** 24; **Project duration:** 12 months.

Client: **CATERPILLAR INC (MWM)**

Scope: UX conception, prototyping and wireframing, as well as UI design, visual design and design system for web-based human-machine interface using design tools and based on HTML5 and CSS3, quality control after technical implementation and bug bashing.

Tools and methods: Lean UX, Adobe CC, Axure RP, UX research, usability tests, tester interviews, Scrum, VDE/VDI guidelines, ISO standards, symbol design and perception test; **Team members:** 57; **Project duration:** 36 months

Client: **REISEBANK AG**

Scope: UX conception, prototyping and wireframing, as well as UI design, visual design and design system of an internal online shop.

Tools and Methods: Adobe CC, Axure RP, symbol design, Scrum; **Team members:** 6; **Project duration:** 4 months

Client: **MAINOVA AG**

Scope: UX conception, prototyping and wireframing, as well as UI design, visual design and design system for various order lines and rate calculators using design tools and based on HTML5 and CSS3, quality control after technical implementation.

Tools and methods: Adobe CC, Axure RP, Scrum, symbol design; **Team members:** 12 ; **Project duration:** 24 months

Client: **SODEXO SERVICES GMBH**

Scope: Conception and design of product-specific landing pages and web-based applications as well as CD/CI and marketing campaigns.

Tools and methods: Adobe CC, Axure RP, Scrum, symbol design **Team members:** 15; **Project duration:** 36 months

2013 – 2020

WORK EXPERIENCE (PERMANENT POSITION)

Employer: **KEEN DESIGN GMBH**
Position: Senior UX Designer
Main focus: UX Design, UI Design, Project Management, Product Management,
Sales, Deputy Managing Director
Duration of employment: 9 months

Employer: **ONE AND O**
Position: Web designer and content manager
Main focus: project management, conception and design of modern CMS websites
and web-based applications as well as SEO analysis and customer support
Duration of employment: 2 months

Employer: **IJUICE AGENTUR GMBH**
Position: UX/UI Designer
Main focus: Project management, U X/UI conception and creation of screen designs
for web-based applications and mobile applications as well as customer support
Duration of employment: 36 months

2008 – 2013

WORK EXPERIENCE AS A STUDENT TRAINEE

Student trainee: **MERCER GERMANY GMBH**
Main focus: Design and development of an internal database based on Mediawiki
Design and implementation of in-house workshops
Duration of employment: 12 months

Student trainee: **FRAUNHOFER IGD**
Main focus: Design of interactive search engines and the corresponding websites
Concept and design of logos, flyers, posters and advertising images
Duration of employment: 48 months

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2008 – 2013

STUDY

Darmstadt University of Applied Sciences
Communication Design Diplom (German Academic Degree)
Subject: Photography/Film

CERTIFICATES AND ATTESTATIONS

Certified UX & Usability Professional
XDi - Experience Design Institute GmbH

METHODS AND TECHNICAL KNOWLEDGE

Expert knowledge
- Design Thinking, Lean UX, User-Centered Design, UX Maturity, Interviews
- Sketch, Figma, Miro, Abstract, Affinity, JIRA Software, Adobe CC
- Scrum, Atomic Design, Design Systems, Pattern Libraries
- Wireframing, Prototyping (designer tools, HTML-based), Usability tests

Advanced knowledge
- HTML5, CSS3, Sass, CMS (WordPress, MODX, Shopify, WooCommerce)
- Responsive Frameworks (ZURB Foundation, Bootstrap)
- Microsoft (Word, Excel, PowerPoint, Teams, SharePoint, Outlook)

Basic knowledge
- Git, PHP, javascript, Ruby, Rails, Node, Angular, React

LANGUAGES (NEAR NATIVE / FLUENT)

German, English, Bulgarian