

Vadim Yashin

+972 54 973 9291

hello@vyashin.com

www.vyashin.com

I'm an experienced designer working in various fields of visual communication, specialized in branding, interfaces, web and app designs.

SKILLS

Product Design

UI/UX Design

Branding & Identity

Art Direction

Web & Digital Design

User Flows

Prototyping

Wireframing

Visual Design

User & System Research

Design System

Responsive Design

TOOLS

Adobe Suite (PS, AI, XD, AE)

Figma

Miro

Balsamiq

InvisionApp

Midjourney

ChatGTP

Microsoft 365

LANGUAGES

Hebrew

Russian

English

WORK EXPERIENCE

Independent Designer

2017 - Current

Today, I am engaged in various branding and digital projects, involving tasks such as brand identity, websites, mobile apps, design systems, and more - to clients spanning different industries. Over the past years, I have done excellent work with clients such as Wix Answers, Mul-T-Lock, Dealhub.io, Lightricks: Facetune, Lumen.me & Mondu.ai, and many others. Currently I'm working closely with RNGS.co a branding & design agency.

Lead Designer @ Bosonet Ltd.

2012 - 2017

My professional focus revolved around the realm of UI/UX as the sole designer within a software development company. I engaged with a diverse range of clients, predominantly in the B2B sector. In most cases, the workflow commenced with thorough briefings, leading to the development of platforms varying in complexity, that involved conducting workshops and design sprints, users and system research, building user flows, wireframes, final designs. My task encompassed not only crafting visually appealing designs but also ensuring an optimal user experience, harmoniously blending aesthetics and functionality.

UI Designer @ Yousites, Inc.

2011 - 2012

I embarked on my journey as a UI designer at a startup company that developed a drag-and-drop website builder. As the sole designer, I collaborated closely with the launch and development teams, as well as the head of product, working together to achieve common goals. My role involved creating interface prototypes, crafting layouts and frames, adapting designs for diverse screens, and producing all the essential assets for the interfaces.