





# VICTOR ARMAS

UX Designer

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## SKILLS

### Design Toolbox

Adobe Illustrator, Photoshop, XD,  
Muse, Balsamiq Mockups, InVision

### UX Skills

User Research, Sketching, Wireframing,  
Storyboarding, Physical Prototyping,  
3D Printing, Usability and Experience  
evaluation.

### Software Development

Python, Arduino, Raspberry Pi.

### Web Development

HTML5, CSS3, JS, PHP.



## LANGUAGES

English | Fluent  
(TOEFL Score 103)  
Russian | Native  
Romanian | Native



## HOBBIES

Cooking  
Photography  
Traveling



## AWARDS

Scholarship from EIT Digital covering the  
tuition fees for studies at KTH and UCL.  
1st Place at Tele2 Hack Day for the best  
Big Data visualization solution



## QUALITIES

Responsible, ambitious, self-motivated,  
fast learner, adaptable to new situations  
and opportunities, open-minded, friendly.

## SUMMARY

Experienced UX Designer and Engineer based in London looking for work opportunities in growing and high-profile companies.

## EXPERIENCE

2017-2018  
1 year 7 months

**UX Designer at Glass.ai** (London, UK)  
Designed query building interfaces for an AI system that interprets the whole US and UK web, designed and prototyped live market reports, data visualizations.  
*Key activities: User research, Wireframing, UI design, user flows, prototype development, data visualization, information architecture, usability testing.*

Summer 2016  
5 months

**UX Degree project at Intel Labs** (London, UK).  
Researched ways of facilitating adoption of IoT devices in Home environments, Designed and developed a prototype of a universal reprogrammable remote control.  
*Key activities: User research, Sketching, Storyboarding, Physical Prototyping (Arduino, RPi), In-situ evaluation.*

Summer 2015  
2 weeks

**UX Practice project at Stockmann** (Helsinki, Finland).  
Designed an innovative service that solves the queueing problem in the chain of the biggest department stores in Nordic countries.  
*Key activities: Ethnographic Research, Prototyping, Storyboarding, Business Model Development.*

2012-2014  
2 years

**Web Developer at Dekart** (Chisinau, Moldova).  
Designed, developed and maintained online reporting systems for national utilities companies that facilitated a faster error detection and reduced maintenance costs.  
*Key activities: Interface Design, Programming Python, Javascript, HTML, PHP, ModX.*

2013-2015  
2 years

**IT Coordinator at Transparency International-Moldova**,  
*Key activities: IT consultancy, Training, Coordinating maintenance, acquisition of software and hardware.*

January 2012  
1 month

**Front-end Developer Internship at Dekart**  
*Key activities: Design and development of graphical interfaces, Python programming.*

Summer 2011  
2 months

**Back-end and Database developer Internship at Dekart**  
*Key activities: Working with MySQL databases, programming in Python, development of MSI installers for company products.*

Summer 2010  
2 months

**User Experience Designer Internship at PixMania**  
*Key activities: Usability evaluation, Development of recommendations on improving website designs and architectures.*

2008-2013  
5 years

**Network and web site Administrator at Transparency International-Moldova.**  
*Key activities: Network maintenance, front-end development (Joomla), content management.*

## EDUCATION

2015-2016

University College London (London, UK),  
**Master's in Human Computer Interaction**,  
*Minor Thesis in Innovation and Entrepreneurship.*

2014-2015

Royal Institute of Technology (Stockholm, Sweden),  
*First year of a double degree program at EIT Digital.*

2012-2014

Technical University of Moldova (Chisinau, Moldova),  
**Master's in Information Technology.**

2008-2012

Technical University of Moldova (Chisinau, Moldova),  
**Bachelor in Computer Science and IT.**