

## To put it short:

- 16+ years of UX and interaction design and research experience (since 2001);
- dozens of completed projects within my own consultancy and dozens before it;
- clients ranging from emerging startups to large companies.

Interaction design professional interested in all aspects of user experience in digital products and services. See some examples of my projects at [behance.net/erillar](http://behance.net/erillar).

Years of UX design, user research and design management experience in both types of environments — product companies as well as in UX design agencies, including my own small interaction design consultancy.

*My key strength is the detailed **user interface design for complex systems** including SaaS projects, CRM and other back end systems, data-rich business applications, document management tools, desktop and mobile applications, social services and games*

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September 2016 to date

**Product designer, user researcher**  
**at Jobbatical** Tallinn

[Jobbatical](#) connects IT-professionals with work adventures at startups around the globe. As a product designer here, I am responsible for the user experience design and research, focusing on both sides — user needs and business objectives. My work involves designing interfaces for the talent audience looking for opportunities abroad, as well as the design of employer tools for our business clients, helping them manage incoming applications and make the hiring process more efficient.

January 2007 to date

**UX designer, co-owner**  
**at Simple Sampler** Tallinn–Kiev–Kraków

Founded by my partner and me in 2007, [Simple Sampler](#) is a small UX and interaction design consultancy working with a worldwide clientele. We design user interfaces for complex web-based systems, desktop and mobile applications, social services and games. We also help startups with product vision and design strategy in general.

April to October 2008

**Interaction designer**  
**at Badoo** Moscow–London

[Badoo](#) is a major European dating-focused social networking service with over 340 million of users. In April 2008 I temporarily joined their team in order to accomplish a full-scale user interface redesign, which involved not only user experience issues, but also product vision redevelopment in whole. The redesign project was finished by October and resulted in rapid revenue growth as well as in expansion of their user base.

June to December 2006  
**User interface design director**  
**at Sonopia** *Kiev*

**Sonopia** was a US startup with R&D center in Kiev. Company's mission was to provide organizations, groups or clubs with the opportunity to create branded mobile service and build a mobile and web community of supporters and members. As a user interface design director, I was leading the UI development process in Sonopia, managing team of 4 interaction designers. Our team was creating interfaces for reach web applications and for cross-platform mobile client, as well conducting all necessary user research activities.

May 2005 to May 2006  
**User interface designer**  
**at Art. Lebedev Studio** *Moscow-Kiev*

**Art. Lebedev Studio** is the oldest and the most famous design company in Russia and Ukraine. As a user interface designer, I was creating interfaces for web-based systems, software and industrial design projects, involving such activities as user research, user tests planning and conducting, the analysis of user testing results, the development of low- and high-fidelity prototypes and other interaction design activities. Besides taking part in projects for external clients I was involved in some of Studio's internal interaction design projects.

November 2004 to May 2005  
**Freelance UX consultant** *Kiev*

Participated in interaction design projects for Ukrainian and Russian software, web- and game design companies as an independent UI/UX consultant.

November 2001 to November 2004  
**User interface designer**  
**at Usethics** *Moscow-Kiev*

**Usethics** was the first Russian usability company (founded in 2001), and remains probably the most respected among them. As a UI designer I started my professional path there. I participated in user interface design and usability research projects for complex information systems of all types (web-based and desktop-based). Plus, published several UX related articles.

## Portfolio and testimonials

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See some examples of my projects on Behance: [behance.net/erillar](https://www.behance.net/erillar)

See what clients say about working with me: [slavetski.com/testimonials.html](https://slavetski.com/testimonials.html)

## Education

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September 2002 to June 2004: **National Taras Shevchenko University of Kiev**.  
The Faculty of Sociology and Psychology. Master's degree in social education.

September 1997 to June 2002: **Kiev Taras Shevchenko Pedagogical College**.  
Bachelor's degree in education.