

Anastasiya Lisitsyna

UX Engineer



Place of residence: Munich
Birthday: 07.02.1989

Skills

USER EXPERIENCE

User Research

Concept

Design

Prototyping

DEVELOPMENT

HTML

CSS

JavaScript

Git

WordPress

TOOLS

Adobe

Figma

Jira

Canva

LEADERSHIP

Team Management

Scrum

Mentoring

Recruiting

LANGUAGE

German

English

Russian

Spanish

Interests

PROFESSIONAL

web development, web design, interface design, UX

PERSONAL

parenting, ecology, arts, gardening, literature

Contact

 activearts.de |  anastasiya@activearts.de

Employment

DAVID SYSTEMS [USER EXPERIENCE]

2019 - Now [Munich]

Integrating UX methods and processes into the companies strategic decisions and workflows. Conducting user research, running workshops and presentations about UX, creating concepts for new solutions and testing them with the users.

VERBRAUCHERRITTER [WEB DEVELOPMENT]

2018 - 2019 [Munich]

Development of new internal software features using PHP (Laravel) and JavaScript, Marketing automation

BODYCHANGE [WEB DEVELOPMENT]

2014 - 2018 [Munich]

Development of dynamic and responsive websites using HTML, CSS and JavaScript, Design of landingpages, online ads and creatives using Adobe Creative Suite

WE.DANCE [CI DESIGN & WEB DEVELOPMENT]

2011 - 2012 [Weimar]

Development and implementation of a corporate identity (logotype, stationery, business card, online appearance), Development and implementation of a website

Education

STUDY ABROAD

2013 [University of New South Wales]

Specialization in Online Development

BACHELOR OF FINE ARTS

2010 - 2014 [Bauhaus-Universität Weimar]

Specialization in Interface Design

PAMO – Paint the Motion

This thesis explored the idea of combining motion as monetary art and technology using Motion Tracking provided by Kinect. Grade: 1.0