Tatiana Trotsko (Montoya)

UX/UI engineer

taniamontoya.com/

taniarockmontoya@gmail.com

linkedin.com/in/taniamontoya

+1 (657) 5055786

Industry Knowledge

Product Design

User Interface

Rapid Prototyping

Design Research

Interaction Design

Wireframing

Usability

CJM

Tools & Technologies

Figma, Axure, Principle, After Effects, MixPanel, Lookback, Jira/Confluence, and more…

Other Skills

Swift, Interface builder, Xcode, Git, HTML, java script

Languages

Russian, English

Certificates

iOS 12 & SwiftUI, UI/UX Development

2021, Udemy

Research and product users needs of IT products

2018, ProfsoUX conference, Saint Petersburg/Russia

Usability. Interface design

2017, IT Academy, Novosibirsk/Russia

Experience   [7+ years]

CURRENT

MightyCall / Senior UX/UI designer

dec 2020 - dec 2023, remote/full-time, California/USA, mightycall.com

MightyCall is an affordable VoIP+CRM service designed for small American and Canadian businesses. It specializes in VoIP development and integrates its open API platform with popular business apps.

- Working in a mobile team to provide integrated design solutions for VoIP and SAP systems globally.

- Conducting UX research by extensive interactive testing designs using high and low fidelity prototypes before and after redesign.

- Developing creative processes by sharing new trends and development technologies with other team members. Collaborating with researchers and technology/business leaders to translate internet requirements into interactive experiences.

- Developing interfaces for mobile applications on iOS/Android and for the company's partners. Responsible for designing and developing complete applications, writing technical documentation, and overseeing product development at all design stages. Creator and custodian of the component library UI Kit.

PREVIOUS

InStories / Senior UX/UI designer

apr 2021 - sep 2021, remote/part-time, Cyprus, instories.com

InStories develops convenient software for working with video, audio, and photo for mobile devices.

- Developed mobile application interfaces for iOS/Android. Responsible for designing and developing a complete application. Developed prototypes, animated element behavior, and determined the overall direction of UX/UI.

- Collaborated with management and development teams to improve product usability through ongoing visual design iterations. Increased the rate of feedback by 30% by enhancing the rating mechanism.

MTS bank / UX/UI Designer

jul 2020 - oct 2020, full-time, Moscow/Russia, mtsbank.ru

MTS Bank is a Russian commercial bank and ranks among the top 50 banks in Russia based on assets.

- Worked in the web and mobile development team on the Deposits project. Developed wireframes, prototype designs, UI designs, and establishment of UX frameworks for the product.

- Responsible for creating and maintaining the UI Kit library. Successfully redesigned the mobile apps for iOS and Android, resulting in a 10% decrease in the bounce rate.

MightyCall Mobile
Virtual Phone System

4.0 ★★★★☆
150 Ratings

#21
Business

0+
Age

inStories: Create Insta Video
Aesthetic Instagram Edithor

4.9 ★★★★★
84K Ratings

#9
Photo & Video

4+
Age

KUPIVIP
Fashion clothes and shoes

4.8 ★★★★★
15K Ratings

#33
Shopping

9+
Age

Video Maker Movavi Clips
Videocrop & Slideshow maker

4.7 ★★★★★
27K Ratings

#24
Photo & Video

4+
Age

Education [High degree]

Omsk State Technical University
2012, Departament of Design and Technology,

Master / Apparel Design

Omsk State Information Technology College
2009, Web development / Web designer

Omsk State Pedagogical College
2008, Graphic and arts department, Technology and drawing teacher

LLC Privat Trade Innovative Solutions / UX/UI designer
nov 2018 - jul 2020, full-time, Moscow, Russia, kupivip.ru

Privat Trade was a company specialized in the development of e-commerce applications. KUPIVIP was an e-commerce platform where premium brand products were sold at great discounts in Russia, Belarus, and Kazakhstan.

- Responsible for developing interfaces for WEB and mobile applications for KUPIVIP iOS/Android and Apple Watch, as well as applications for the company's partners on the Android platform.

- Tasks included defining product requirements, conducting A/B testing, developing prototypes, animating element behavior, and determining the overall direction of UX/UI. Additionally, provided support and maintenance for the design system. Skilled in screen layout using Interface Builder in Xcode and proficient in working with version control systems.

- Acted as a key touchpoint for clients' marketing, research, and development teams, facilitating discussions on project ideas, capturing their goals, and translating them into visual designs for client review.

MOVAVI / UX/UI designer
may 2017 - feb 2019, full-time, Novosibirsk/Russia, movavi.com

MOVAVI is an industry leader in movie creation, developing top-quality programs for video and photo editing, media format conversion, screen recording, and a Mac media player for both Mac/Windows and iOS/Android platforms. These products are sold in over 200 countries. The mobile applications had consistently ranked as the most convenient programs for video editing in the App Store at 2018.

- Designed the user interface logic for B2B/B2C apps from scratch, utilizing methods such as customer journey mapping and usability testing. Established the application's UX foundation using industry best practices showcased in the App Store.

- Responsible for designing and developing complete applications, creating over 100 interactive user-centered designs. Delivered innovative concepts, wireframes, and low and high fidelity prototypes, resulting in engaging user experiences.

- Designed and implemented responsive and adaptive features using Interface Builder in Xcode. Proficiently managed version control systems. Developed guides and component libraries for Movavi mobile apps and authored technical specifications and functional logic.

- Served as the primary liaison for generating ideas to maximize visual design potential in company products.

- Promoted to Senior Product Designer for focusing on user-centered design principles, resulting in the creation of simple and intuitive user interfaces that contributed to a 100% year-on-year profit growth.

Parfumica / Web designer
feb 2014 - dec 2016, full-time, Novosibirsk/Russia, parfumica.ru

Parfumica is online perfume and cosmetics store.

- Developed the company's website.

- Directly collaborated with the CEO to prototype, design, and execute the application's goals for UI and UX with high-fidelity wireframes.