

VICTORIA TARASOVA

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SUMMARY

UX/UI designer with 4+ years of experience designing digital and spatial experiences across web, mobile, and interactive installations. Specialized in multi-surface systems, AR-driven interactions, and cross-device products. Bridging digital products and physical environments, translating complex concepts into clear, engaging user experiences. Strong background in concept development, visual systems, and collaborative studio production.

EXPERIENCE

Sila Sveta studio, Dubai, UAE (project-based, remote)

UX/UI designer

Jul 2025–Jan 2026

- Contributed UX/UI to 10+ interactive installations during a 5-month production phase, producing 200+ UI screens across touch and large-format systems within a large cross-functional team.

Pinkman studio, Moscow, Russia (project-based, remote)

UX/UI designer

Aug 2024–Feb 2026

- Owned and executed end-to-end UX/UI and branding for a multi-surface gallery activation (mobile, touch screen, AI-powered photo stand), balancing client requirements with user experience decisions and structuring cross-disciplinary production within a 1.5-month timeline, engaging 6,000+ visitors and generating 5,000+ AI image downloads.
- Developed the concept and end-to-end UX/UI for an AR-powered museum app, engaging 12,000+ visitors during the exhibition within a 1-month production cycle.
- Refined a large-scale content platform and built an international conference website, translating complex material into clear, scalable information architecture, supporting a 1,200-attendee conference and audiences across 85 regions within a 6-month production cycle.

Freelance

UX/UI designer

Sep 2022–Feb 2024

- Developed a research-driven B2B platform for a logistics company managing 1.3M deliveries annually, reaching 10% seller adoption within 2 months post-launch.
- Optimized registration and ordering flows using behavioral analytics to reduce friction, decreasing drop-off from 50% to 20% and saving one full working day per processing cycle.

CBSD, Moscow, Russia (remote)

Graphic designer

Feb 2021–Sep 2022

- Produced 50+ branded presentation decks and educational materials, maintaining visual consistency across multiple training programs.

EDUCATION

DesignWorkOut

Future-Oriented Thinking

2025

Wannabelike

Generative AI, AI Showreels, and Other Creative Disciplines

2023–2025

Yandex Practicum

2022

Saint Petersburg State University of Architecture and Civil Engineering, Saint Petersburg, Russia

BA in Heat Power Engineering

2020

PROFESSIONAL SKILLS

- UX & UI: *UX/UI Design, Concept Development, Information Architecture, Interaction Design, Design Systems, Prototyping, User Flows, Wireframing, Usability Testing, User Research, Visual Identity, Typography, Presentation Design, Mobile App Design, UI Kits, Interaction Animation*
- Experience / Spatial: *Multi-Surface Systems, Interactive Installations, AR / XR Interfaces, Generative AI*
- Tools: *Figma, Adobe Creative Suite, Krea, Reve, Miro, Notion, Jira, Trello*