



Carolina B.
Middle UI/UX Designer

Professional summary

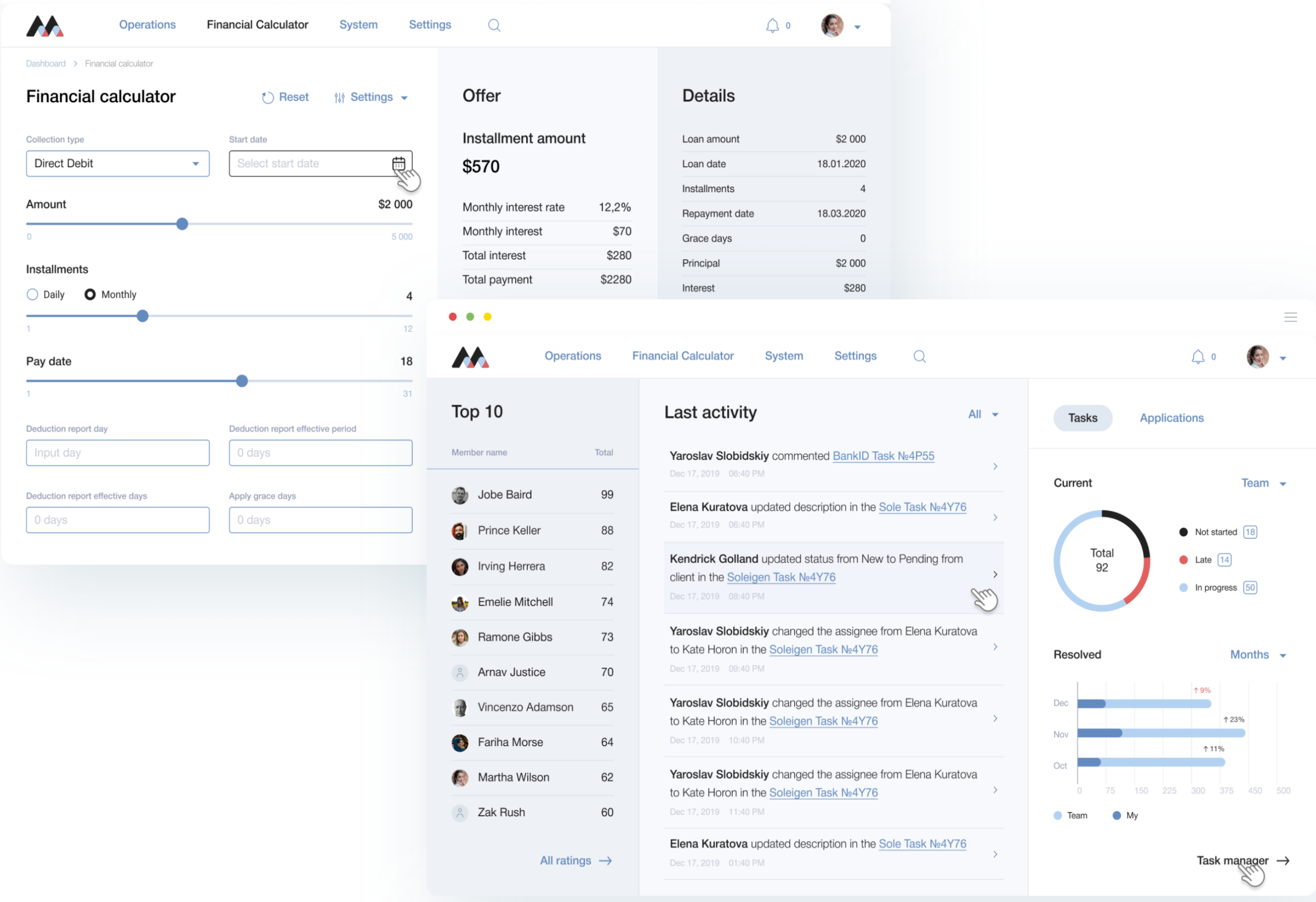
UI / UX Designer with 4 years of experience in creating desktop, web and mobile applications, UI kit, guidelines and visual part. Knows new design tendencies and UX-principles, basics of HTML / CSS. Understands Human Interface Guidelines, Material Design Guidelines and Windows guidelines.

As a speaker took part in the PeterCSSmeetup on the topic «The problems between devs and designers and their solution».

Portfolio

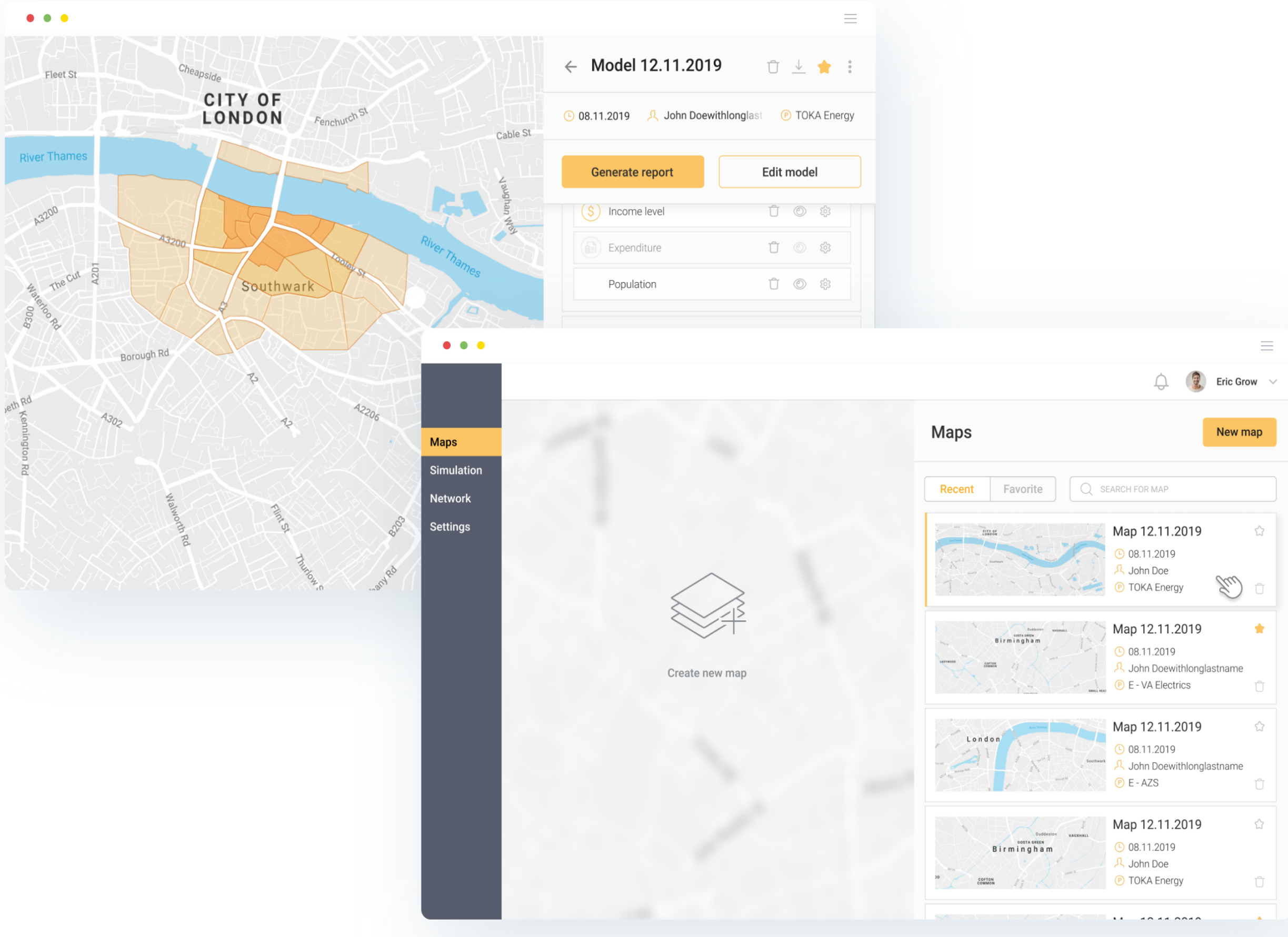
MogoFinance

The special aspects of the customer's business strategy are catered to by engineering a flexible system with the advantage of the company's employees being able to use the package of services without involving developers. It also automates the process of client acceptance. The system should be universal and user-configurable to be equally successful in countries with different legislation, mindsets, and living standards.



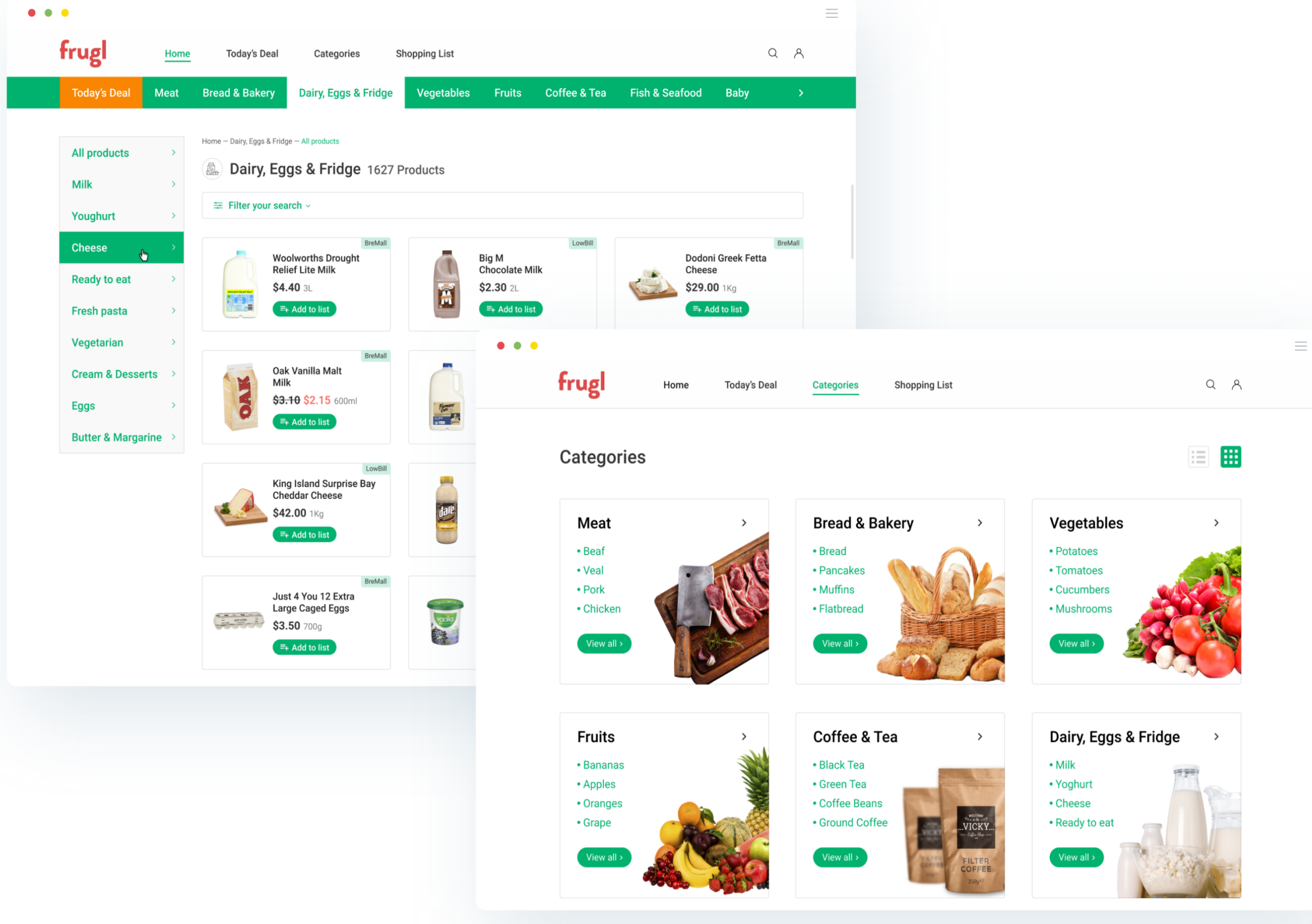
Parabellum

Our client's initiative was to launch a new market research and analytical tool that would help the retail businesses to optimize the performance of sales and marketing activities. It was the first time for the client to assign the application development to the outsourcing company. We faced the task to build a geomarketing solution using location intelligence to meet business requirements.



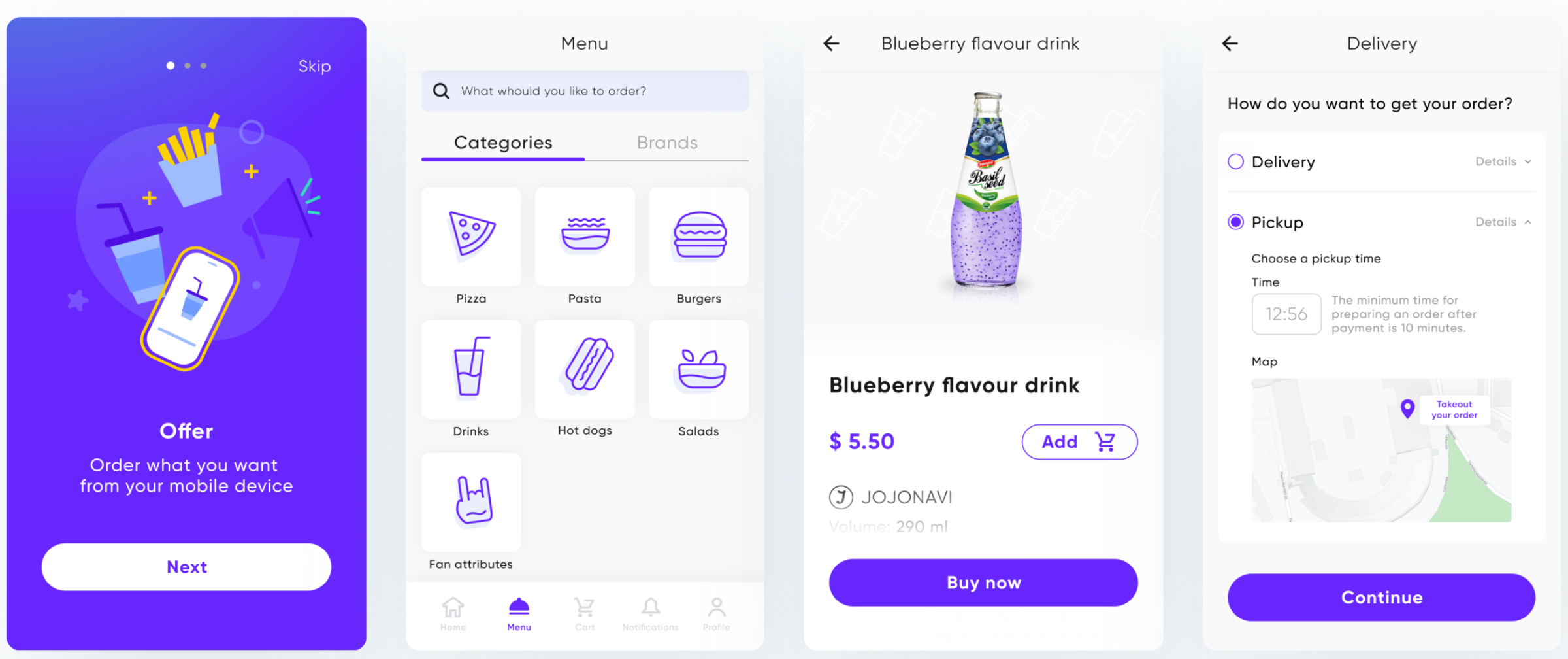
Frugle

Entrepreneurs from Australia launched a startup the idea of which was to develop an application that will compare prices in two largest Australian grocery networks. This application allows comparing prices of all goods available in both grocery stores in real time thus giving the opportunity to choose the cheaper option and hence save money. Since Andersen has solid experience in retail, our company was selected for work on this project.



Yonton

Various sports matches attract thousands of fans who come not only to cheer their favourite team but also to have a snack or buy some promotional products. But every such event has a one annoyance – queues. Queuing up is irritating and in any case it is a waste of time. That's why the customer decided to have an app that would not only save fans' time, but also ease the work for sellers during a match.



KIWA Inspecta

A company engaged in industrial safety and labor protection hired Andersen's specialists for application development. The application is a platform for training, in addition to the basic services of the company. Our team had the task of building a platform with a web client for administrators and coaches and a mobile version for trainees.

