# Artem Kozlov

UX/UI Designer | Product Designer |
AI Designer

Product Designer with 5+ years in UX/UI, strong analytical skills, and a technical background. Certified in AI Design, I specialize in integrating AI-driven solutions to enhance user experiences and product innovation. By leveraging AI tools, I can significantly accelerate design processes, delivering efficient solutions in less time.

## Product Designer | EUROPEAN ROVER CHALLENGE        Sep 2024 – present

The European Rover Challenge is an international robotics competition focused on space exploration, where teams design and operate Mars rovers to complete various tasks, inspired by real NASA and ESA missions.

### BEFORE

1. Lack of a dedicated digital judging system
2. Inefficient and time-consuming evaluation process
3. Limited user experience for judges and participants

### AFTER

1. Developed a dedicated judging application to streamline the evaluation process
2. Improved usability and efficiency of the interface
3. Enhanced the experience for both judges and participants

### WHAT I DID

1. Designed and developed a user-friendly digital judging platform
2. Conducted UX research to optimize the evaluation process
3. Created wireframes and prototypes for the application
4. Implemented UI improvements based on feedback from judges and participants

## UX/UI Designer | BEQOM        Feb 2022 – Jun 2024

beqom is a fast-growing compensation management company that intuitively gives employers the power to realize comp's full potential from end to end, every day.

### BEFORE

1. Lack of Design System
2. Lack of a User-Friendly UI
3. Lack of a UX Approach:
   - no Research;
   - no User Interviews;
   - no Lo-Fi Prototyping;
   - no User Testing.

### AFTER

1. Implemented good UX practices:
   - conducted user interviews;
   - created user flows and journeys;
   - created Lo-Fi and Hi-Fi prototypes;
   - conducted User Tests.
2. Design System created
3. Improved UI, received positive user feedback
4. New compensation management tool created

### WHAT I DID

1. Conducted User and Benchmarking Research
2. Conducted User interviews to determine pain points and their wishes
3. Created User flows and Journeys
4. Created Lo-Fi and Hi-Fi Prototypes
5. Created a new design system
6. Conducted User Tests (a/b and other methods)
7. Improving User Experience for existing tools including web and mobile (responsive design)
8. Effective collaboration with engineering teams and stakeholders

## UX/UI Designer | THE SCREENING LAB        Jan 2021 – Dec 2021

The Screening Lab is a digital platform that uses clever automation to increase the efficiency of all the processes involving applicants' and employees' assessments.

### BEFORE

1. Lack of a User-Friendly UI
2. Lack of good User Experience
3. The team has poor experience in implementing good UX practices

### AFTER

1. UI became more user-friendly
2. Created detailed wireframes based on the user journey;
3. Designed Hi-Fi prototypes
4. Conducted training for the team on implementing UX good practices

### WHAT I DID

1. Conducted a comprehensive UX audit of the company tool
2. Performed User Research, including benchmarking, interviews, creating user journeys and wireframing
3. Designed prototypes to improve the UI
4. Implemented UX best practices by conducting training for the team

**Multimedia Designer | OCEAN TECHNOLOGIES GROUP**                 **Mar 2019 – Jan 2022**

Ocean Technologies Group is rooted in the maritime community, with over 100 years of collective experience in helping the most successful ship operators.

Designing user interfaces for training and e-learning materials for seafarers worldwide. Creating video materials, animations, and static content to enhance mariners' competency in safety and hygiene practices, navigation, engine operations, and more. Additionally, I developed new UX solutions, including a case study for the redesigned e-learning portal.

**Graphic Designer | VENEZIA**                 **Apr 2017 – Oct 2018**

**Service Technician on Railways | MACRO-SYSTEM**                 **Feb 2016 – Mar 2017**

**Technical Implementation Consultant | JDA SOFTWARE**                 **Jun 2013 – Oct 2015**

## SKILLS

User Research
UX Audit
User Interviews
Wareframing
Prototyping
Design System
WCAG
Usability Testing

## TOOLS

Figma
Sketch
Adobe XD
HTML & CSS
Zeplin
Axure
Google Analytics
Hotjar

## LANGUAGES

English - Fluent, C1
Polish - Mastery, C2
Russian - Mastery, C2
Spanish - Pre-Intermediate, A2
Ukrainian - Native

## EDUCATION

Master of Fine Arts | 2015 - 2018
GRAPHICS | ADVANCED MEDIA
WIT Academy in Warsaw

Engineer degree | 2009 - 2012
COMPUTER SYSTEMS ANALYSIS
National Technical University of Ukraine

## MORE ABOUT ME

Design is my true passion. As a Product Designer, I am actively involved in projects within the medical, space, and DevOps industries. In my free time, I stay active by engaging in regular fitness activities and hiking. I also enjoy immersing myself in psychological and science fiction literature, and I have a keen interest in studying languages.

## MY PORTFOLIO

www.artemkozlov.com

## RECOMMENDATIONS

Recommendations from beqom, The Screening Lab, and VENEZIA are available upon request.

## CONTACT

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