

Vladimir Zholud



Design + Code

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Responsibilities

As a Head of Design at Brander studio I lead a team of 9 designers. Which means I do my best to encourage a collaboration between designers thus forming a solid design unit within a company.

- Often I work as UI designer.
- Make concepts. Static images / Interactive concepts in Principle (mainly for mobile apps) / Pages built with HTML/CSS/JS (mainly for sites concepts).
- Make interactive blocks with code and collaborate with front-end developers to make these pieces go live.
- Help designers to come up with ideas and solutions that visually interesting or better fit technical requirements.
- Help finding materials to cover themes of designers' interests (articles on design and front-end, visual design examples, information on any mediums to implement animations and interactions in code).
- Find and work with freelance designers. Usually for expertise we don't have in-house — video, hi-detailed illustration, 3D artists.
- Meetings with clients to discuss project requirements and goals, or to present designs made by our team.
- Meetings and brainstorming inside design department.
- Meetings with developers to make good junctions between design and development teams (Design — Web development, Design — iOS dev, Design — Android dev).

Achievements

Awwwards SOTD × 1
Awwwards HM × 3
Css Design Awards WOTD × 1
Typewolf SOTD × 1

Global Banking and Finance Review
Best Bank for Mobile application, Ukraine 2018

Interview in Communication Arts magazine
Works printed in Choi's Gallery magazine

Designs were featured on
Hoverstat.es, Telegraf.design, Cyrillic.design,
Humble design inspiration, Muz.li,
Thegallery.io, Minimal.gallery
and more

Tools and skills

Tools

- Paper and pencil. The most important tool.
- Figma for making layouts.
- Adobe Illustrator/Photoshop for graphics.
- Principle for interactive mobile mockups.
- Zeplin for exporting design to developers (only when Figma isn't enough).
- Sublime for writing code.
- Adobe InDesign for any editorial design or PDF exportables.
- Adobe AfterEffects for making simple animations and export them as Lottie JSONs.

Skills

- Understanding design process for web/ios/android platforms. From UX and UI to implementation in code.
- Strong graphic design skills — typography, iconography, modular grids.
- Structuring layouts and implementing these structures with CSS Grids (web).
- Responsive design and media queries.
- Animations and interactions.
- Familiar with Hugo (Static site generator) and JAMstack approach.
- Familiar with Figma API to write plugins.

Experience and education

Nov 2017 (current)

Head of Design at Brander studio

Aug 2013

Art director at Brander studio

Nov 2011

UI designer at Turum-Burum studio

Oct 2010

Graphic designer at Xado Chemical Group

Sep 2008

Web designer at Satura studio

Jul 2006 (part time)

Graphic designer at ArgoTrade Ltd

2004–2010

**Kharkiv State Academy
of Design and Arts**

Master of Arts (M.A.) degree
in Graphic Design

Foreign languages

English

Upper-intermediate, B2.

Good written and spoken skills, can communicate with ease on topics regarding design and digital products.

French

Upper-intermediate. B2 TEFaQ Certificate.

German

Beginner, A2.