IULIIA PARAMONOVA

Senior UX Researcher

Tallinn, Estonia

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Portfolio

EDUCATION

PhD in Information Society Technologies
Tallinn University, 2021 - present

MSc in Human Computer Interaction
Tallinn University, 2019 - 2021

Web design
ITMO University, 2015 - 2016

SKILLS

UX Research
Competitive analysis, field research, interviews, surveys, participatory sessions, statistics

UX Design
Personas, CJMs, user flow, sketching, wireframes, hi-fi prototyping

UX Evaluation
Heuristic evaluation, tasked-based user testing, co-discovery, tasks decomposition

Project Management
Methodology planning, managing teams, tracking progress, reporting and employing Agile methodologies

TOOLS

Figma, Miro, Adobe Suite, Axure, Invision, Jira, Confluence

LANGUAGES

Russian (native), English (C1)

WORK EXPERIENCE

UX researcher

Tallinn University, the HCI group

2021 - Present, Part-time

- Led research and design process to create prototypes of two digital AI-based tools for early-stage dementia diagnosis support for clinicians.
- Collaborated with a multidisciplinary team of 15 international partners in a consortium, effectively communicating UX strategy.
- Conducted secondary research to understand competitors, best practices, and industry-specific terminology, informing primary research and stakeholder communication.
- Conducted qualitative research, interviewing 45 participants to understand goals, needs, behaviors, and pain points.
- Rethought the project scope for a 5-year perspective and aligned goals with available resources based on research outcomes.
- Collaborated with a UX Researcher to create Personas, Scenarios, User journey maps, and user stories from research data.
- Collaborated with two UX/UI designers to employ an iterative design process, creating wireframes and high-fidelity mockups.
- Conducted usability testing.
- Provided the development team with hand-off documentation to support design implementation.
- Co-authored a conference paper detailing the design process and adaptation of UCD to the project's specifics.
- Published three papers on the topic of 'Trust in Technology', as the principal author.

Senior UX/UI Designer

Sogo Service, Contract

03.2023 - 09.2023

- Work as a senior designer in a distributed Agile team
- Implementing system design adaptation to launch MVP on schedule.
- Crafting visually clean interfaces that blend aesthetics with functionality, ensuring brand consistency and following current design trends and best practices.
- Redesigning user flows to deliver a user-oriented experience.
- Creating high-fidelity prototypes using Figma.
- Expanding the existing design system.
- Adopting complex system design for mobile devices.