Kristina Kostioutchenko

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EXPERIENCE

Lead product designer

Retreaver   JUN 2023 - JULY 2024

Data-driven call tracking, routing, and analysis company.

- **Collaborated with stakeholders and developers** to define, design, build, test, and release new products and features.
- **Designed intuitive and responsive experiences** for a complex web app, delivering easy-to-follow wireframes, annotations, and prototypes.

Product designer

DEC 2021 - JUN 2023   *Goodkind softwear corp.*

B2B video assignment, recording, and delivery platform.

- Led the total redesign and restructuring of a **web app dashboard** for video marketing campaign creation, and CRM audience segmentation.
- Designed, developed, tested, and published custom AR filters.
- Used JavaScript to develop **augmented reality features** for mobile app.
- Assisted the development team in the integration of the SnapCamera SDK.
- Worked with the design and development teams on a new **design system**.
- **Interviewed and onboarded** new design team members.

Augmented reality designer

SEP 2020 - NOV 2021   *ARbor*

Educational augmented reality app for creating 3D mind maps.

- Developed **iOS app prototype** using Unity3D, and deployed it on TestFlight.
- Built a custom website for the project using **HTML/CSS/JS and Firebase**.

UX | UI designer

APR 2019 - APR 2020   *cone.io*

Universal API for the integration of complex historical data into financial apps.

- Create **comprehensive usability reports** and recommendations based on usability best practices and **WCAG** guidelines.
- Applied stakeholder feedback to **rapidly refine prototype iterations.**

Junior Web Designer

APR 2017 - AUG 2017   *Flying Colours International*

- Worked closely with the head designer on completely redesigning and restructuring the company website.
- Assisted in the **design and development of an e-commerce storefront** for the company's extensive product catalog.

EDUCATION

Advanced diploma in
Interaction Design and Development

SEP 2018 - APR 2021
GBC School of Design

TOP SKILLS

- UX/UI/Interaction design
- Human-computer interaction
- WCAG Accessibility Standards
- Usability best practices
- Modern CSS/SCSS
- Rapid prototyping
- 2D/3D Animation
- Information architecture
- Design system development

MAIN SOFTWARE

- Figma
- Unity
- Blender
- Lens Studio
- Adobe Creative Suite

AWARDS

Award for Web Design
RGD student awards

Toronto Artscape Foundation Launchpad Bursary
Toronto Artscape Foundation

School of Design Endowment
George Brown College

VOLUNTEERING

Member of Program Advisory Committee

JAN 2020 - APR 2023
GBC School of Design

Provided strategic advice to guide the framework and curriculum for a new web development program now offered at the school of design.