

# Polina Rubin

## UX/UI Designer & Artist

**Tools:** Figma, Miro, Spline, Procreate, Photoshop, GIMP, Adobe Illustrator.

**Portfolio:** [polinarubin.com](http://polinarubin.com)

**Email:** [polinarubin.graphics@gmail.com](mailto:polinarubin.graphics@gmail.com)

**LinkedIn:** [linkedin.com/polinarubin](https://linkedin.com/polinarubin)

**Languages:** English, Russian, Hebrew

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## Education

### Diploma in UX/UI design

Jun 2023 - Jul 2024

[Bang Bang Education](#)

- Acquired skills in user-centered design, wireframing, prototyping, visual design, and usability testing.
- Gained proficiency in design tools (Figma, Adobe)
- Developed expertise in user research, information architecture, and interaction design.

### MA & BA in Art Restoration and Painting

Sep 2012 - Jun 2018

[Saint Tikhon's Orthodox University of Humanities, Moscow Russia](#)

- Gained expertise in art restoration, iconography, and historical painting techniques.
  - Acquired skills in visual composition, color theory, and fine-detail work.
  - Studied art history from the early medieval period to contemporary art.
  - Regularly participated in exhibitions, seminars, and roundtable discussions throughout my studies. My diploma project was ranked among the top five highest-rated works.
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## Experience

### UX/UI Designer

Jun 2023 - Sep 2024

[WEBBOX std](#) Moscow, Russia

Projects: [Alfa Bank](#), [Flour](#)

- Designed and developed mobile applications, including projects focused on employee engagement and personalized meal planning.
- Led UX research, defined user needs, and created user flows, wireframes, and prototypes.
- Delivered high-fidelity visual designs and collaborated with development teams.
- Conducted usability testing and iterated based on feedback.
- Received positive feedback from stakeholders and users who participated in the testing.

### UX/UI Designer

Dec 2023 - Jun 2024

[Globe4all](#)

Projects: [Your Accessible Flight](#)

- Designed a mobile application to assist people with disabilities in overcoming challenges during air travel.
- Conducted research and over 30 interviews to identify user needs and pain points.
- Developed a prototype with an accessible and intuitive user journey, aligned with client and user requirements.
- Delivered an interface optimized for accessibility and ease of use.
- Received positive client feedback for a user-focused and well-executed design.

### Painter and Art Restorer [Art portfolio](#)

Sep 2014 - Sep 2021

*Freelance (Self-employed), Moscow Russia*

- Specialized in iconography and restoration of 19th-20th century paintings.
- Developed strong skills in visual design, color theory, and composition.
- Enhanced communication, project management, and client collaboration.
- Applied precision and problem-solving, relevant to UX/UI design processes.