MARGARITA CHEKHOVSKAYA

CONTACT

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PORTFOLIO

Website: ritachek.com

Dribbble: dribbble.com/ritache

DESIGN SKILLS

UX Design	UI Design
App Design	Prototyping
Wireframing	Illustration

TECHNICAL SKILLS

Illustrator	Photoshop
Zeplin	Sketch
Figma	InVision
JIRA	GitHub
HTML	CSS
Javascript	Bootstrap

EXPERIENCE

Product Designer - Varicent Software Inc.
October 2021 - Present
Product designer for a suite of sales performance management, planning, and data analytics products
Addressing needs of Enterprise, MM, and SMB clients
Leading research and validation initiatives with users and internal stakeholders
Working closely with PM, QA, and development teams to deliver thoughtful, functional solutions

UX/UI Designer - CaseWare International Inc.
March 2020 - October 2021
Designed an audit workflow cloud application from the ground up
Created and maintained a bespoke design system in Figma
Conducted interviews and surveys with clients and stakeholders
Worked closely with development and localization teams to refine designs
Lead accessibility initiatives with design, product, and engineering teams
Part of a team that defined product voice and tone standards

UX/UI Designer - Freelance
August 2019 - March 2020
Created responsive webpages for local businesses
Organized interviews, surveys, and focus groups to ensure a user-centred design
Collaborated with clients on design solutions using moodboards, sketches
Updated branding and logo designs for clients
Created prototypes using Figma and InVision for usability testing

Software Developer - Eyelit Inc.
August 2017 - June 2019
Coordinating software solutions with international stakeholders
Full-stack development of Java applications in an Agile environment
Creating SVG icons and CSS styles for use in JavaFX and web applications
Wireframing and implementing screens for software enhancements
Creating and presenting software courses for internal and external training

EDUCATION

User Experience Design - DesignLab
Conducting research through interviews, surveys, card sorting
Synthesis of findings using personas, site maps, empathy maps, and user flows
Ideation using low-fidelity sketches and wireframes
Designing logos, brand guides, and UI kits for use in high-fidelity mockups
Usability testing with high-fidelity prototypes, iteration based on test results
Exporting assets and creating CSS styles for development

BSc. Computer Science - York University
First Class award
Dean's Honour Roll