

Rey Mayson

ReyMayson@gmail.com

DESIGNER, MENTOR, HCD EVANGELIST

[Linkedin.com/in/reymayson](https://www.linkedin.com/in/reymayson)

PROFESSIONAL SKILLS

Product design lead with 15+ years of experience in startups, e-commerce, B2B & other kinds of systems of high complexity. Lead design of several award-winning projects. Co-founded A3 design that developed several urban & transportation projects for Kyiv. Lead a Human-Centered Design Course for designers in the School of Design & Development. Design Systems Evangelist.

EDUCATION

Master of Science (M.Sc.), 1999
International Information
Kyiv T.Shevchenko National University
Institute of International Relations

POST-GRADUATE EDUCATION

UX, Interaction Design 2013
Nielsen-Normann Group, US

UX/UI Design courses 2016/18
Coursera, Lynda

Design Management Patterns 2019
BBEducation

SELECTED COMPANIES



OWN STATEMENT

To provide value to the people with a design - set people and their needs as a value for your design. Don't think you a priori know these needs, but stay curious as you're almost always wrong about your users. Pay attention to what users do, not what they say. Test your design with real customers as it is not just how it looks and feels. Design is how it works for them.

WORK EXPERIENCE

DreamTeam 2018 – PRESENT
Head of Product Design

Responsible for full set of product design aspects, managing product design team.

Epam Systems 2015 – 2018
Lead UX Designer

Conducting project workshops, researching usability issues, ideating UX design concepts, developing interactive rapid prototypes. Offering problem-solving solutions & implementing them in collaboration with a client, designers, and developers.

Agents of Changes 2013 – PRESENT
Designer, PM, co-founder

Performed as designer & usability consultant in various areas: UX/UI/information/industrial design. Managed design of MasterCard PayPass integration project for Kyiv Subway, tram. Co-author of Kyiv subway map.

MacPaw 2013 – 2015
UX/UI Designer

Responsible for the entire UX design process of DevMate, internal project service, provided testing & UX design improvements for MacOS Apps.

eMA 2010 – 2013
Art Director, Lead UI/UX Designer

Responsible for complete web development process from websites' concepts and ideation, sketching, prototyping to graphic design and programming supervision.

a1 2006 – 2010
UX Designer, CEO, co-founder

UX designer, information architect, responsible for the entire development process starting from consulting clients at the stage of project ideation and sketching, wireframing to supervising graphic design and development process.

Adelite 2003 – 2006
UX Designer, Business Development Manager

Responsible for full range of UX services, from project ideation, sketches, prototyping to graphic design and programming supervision. Integrated rapid prototyping into development workflow.