

# Mako Krikheli

## EXPERIENCE

### Classeek | Product designer | Contract/Full-time

2021-2022

Classeek is Swiss based start-up company which is creating digital solutions for classical music industry.

- Worked with R&D team
- Worked under Agile / SCRUM methodology
- Responsive website design
- Designed style guide
- Designed all assets
- Built a documentation
- Worked on social media app wireframes
- Application Form designs
- Final deliverables for Dev.team
- Owned a process from start to finish
- Created illustrations for the company editorials.

### Huppy-parenting app | Product designer | Full-time

2019-2021

Huppy is providing digital solutions for parents helping them to better communicate with their children

- Created app design for android and IOS systems
- Worked under Agile / SCRUM methodology
- Worked with R&D team
- Research and interviews with users
- Conducted moderated testings
- Analysing data and creating digital solutions
- Managed and art directed illustrators

### Chore game | UI&UX | Freelance, client work

2019 -2020 / November-January

I created a concept for a game (for parents and children). Prepared and presented paper sketches to the client. Conducted a moderated testing and tested the UI and UX of the app with children. Analyzed results and voluntarily presented new features to the client. During the work, I got an invitation to the team as a co-founder and shareholder of the company.

### Mylemon | UX&UI | Freelance, client work

2019 / September-October

Made a high fidelity working prototype, almost a demo version of an app, created an authentic visual style including icon and illustration. Organized Hallway testing and tested the usability of the working prototype. I helped the client to get insights from users and pitch the idea to local banks and investors.

### Hari | UX&UI | Part-time/share in a start-up

2017-2018

Created brand identity and user interface of a carpooling mobile app.

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## EDUCATION

**Shenkar institute** of Engineering, Design and Art- Master of design

Free University of Tbilisi

School of Visual Arts,

Architecture & Design

**Bachelor of Arts** (2014-2018)

Major: Communication Design

## TOOLS

*Adobe XD* *Illustrator*

*Figma* *Lightroom*

*Photoshop* *Procreate*

\* If you use a different prototyping tool that works well in your established workflow, I would be happy to learn it.

## OTHER SKILLS

2D illustration

Technical drawing

Painting

Sketching

Photography

## LANGUAGES

English

Russian

Georgian

Hebrew (beginner)