

Maxim

Aginsky



MANY THINGS BECOME CLEARER WHILE I WORK. I WOULD NOT CALL IT IMPROVISATION, BUT THERE ARE DEFINITELY SOME ELEMENTS OF IT. IT IS SOMETHING LIKE A WAY TO LOOK INSIDE.

Full Stack Designer

Résumé

104002122022 TDY

(hi...

For over a decade, I
have been designing
things.

Focusing on UX/UI for
mobile and custom
software application
development, Brand
Identity, Vision and
Front-End.

Team lead and a successful product maniac. Self-motivated
detail hunter. Flexible. Communicative.

I have crafted mobile and desktop applications for Canadian Na-
tional Railway, NV Energy, L'Oréal, EMSB, Saputo, iCash, DVC
and more during my career.

Occupied positions include Head of Design, Design Director, Art
Director, UX/UI Architect, Senior Designer, Product Design
Lead, UX/UI Lead, Full-Stack Designer, Product Designer, Web
Designer and Graphic Designer.

Work experience

Iterative · Sr. Product Designer [Developer tools]

April - December 2022

BrainFinance · Design Director [Fintech]

August 2021 - April 2022

Sidlee · Sr. Designer, Art Director [B2B e-commerce]

May - July 2021

BrainFinance · Product Design Lead [Fintech]

July 2020 - May 2021

BMAD · Lead UX/UI Designer [Virtual environments]

April 2018 - July 2020

Cssfox · UX/UI Architect [Internet communities]

October 2015 - April 2018

Walk Today · Head of Design [Wellness and fitness]

January - March 2018

Emappetizer · Lead UX/UI Designer [Data analysis and extraction tools]

January 2014 - October 2015

WebTalkTo · Full-Stack Designer

November 2010 - January 2014

Graphic Designer, Freelance

October 2006 - November 2010

Links & contacts

Behance: <https://www.behance.net/maximaginsky>

Dribbble: <https://dribbble.com/maxim-aginsky>

Instagram: <https://www.instagram.com/maximaginsky/>

Twitter: https://twitter.com/maxim_aginsky

Portfolio: <https://arrowww.space/>

LinkedIn: <https://linkedin.com/in/maximaginsky>

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(still here? nice :)]...

Expertise

Breaking rules
and design
principles.

To build something good you need to be aware of the current practices, to create something great you need to be ready to question them.

Finding and solving problems (subjective and objective).

To solve the problem you need creative ways—primary skill, the tools are secondary.

Tolerance to the unexpected.

It's accidental that initiates the serendipitous.

- Creative Cloud Apps
- Figma

(thx!

I see you.

