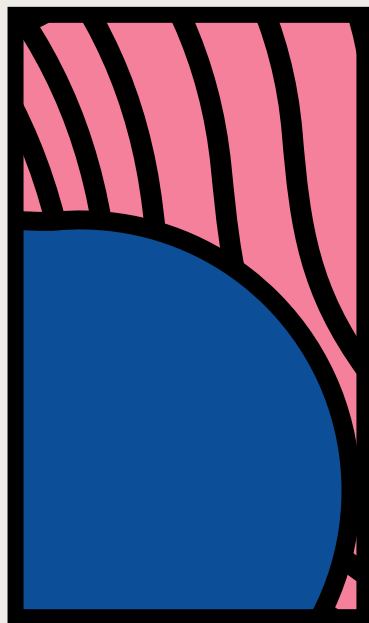


2024 /

Design is a communication
tool—communication with
others, but most importantly
with yourself.

I have been designing things for
over a decade, but I still have too
many questions.



Maxim Aginsky

DESIGNER RÉSUMÉ

I hope you'll enjoy it ↴

INTRODUCTION

For over a decade, I have been shaping *things*. Focusing on UX, design systems (UI), architecture (IA), visual design, and *front—end* for mobile, desktop applications, and web products.

/ 01

02 /

Team lead and a successful product maniac. Self-motivated detail hunter. Flexible. Communicative. During my career, I have crafted mobile and desktop applications for Canadian National Railway, NV Energy, L'Oréal, EMSB, Saputo, iCash, DVC, and more.

I have occupied a variety of positions. To begin with the Graphic Designer, Web Designer, Product Designer, Full—Stack Designer, UX/UI Lead, Product Design Lead, Senior Designer, UX/UI Architect, Art Director, Design Director, and Head of Design.

/ SELECTED

EXPERIENCE & DOMAINS

Sr. Product Designer · Developer tools */ ITERATIVE · APRIL 2022 – NOVEMBER 2023*
↑ <https://iterative.ai/>

Design Director · Fintech */ BRAINFINANCE · JULY 2020 – APRIL 2022*
↑ <https://icash.ca/>

Lead UX/UI Designer · Virtual environments */ BMAD · APRIL 2018 – JULY 2020*

Design Lead · Internet communities */ CSSFOX · OCTOBER 2015 – APRIL 2018*
↑ <https://cssfox.co/>

Lead UX/UI Designer · Data analysis and extraction tools */ EMAPPETIZER · JANUARY 2014 – OCTOBER 2015*
↑ <https://1streporting.com/>

Web Designer · Creative web design */ WEBTALKTO · NOVEMBER 2010 – JANUARY 2014*
↑ <https://webtalkto.com/>

LINKS & CONTACTS

LINKS /

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

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

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

Medium: ↗ <https://medium.com/@maximaginsky>

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

Twitter: ↗ https://twitter.com/maxim_aginsky

Portfolio: ↗ <https://arrowww.space/>

↗ maximaginsky@gmail.com

/ CONTACTS

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EXPERTISE

Locating and solving problems

/ CREATIVE THINKING

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

Tolerance to the unexpected

/ QUALITY

It's accidental that initiates the serendipitous.

- Figma
- Creative Cloud Apps

/ TOOLS

QUESTIONING /

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.

Breaking rules and design principles