

Ana Merkulova

UX Designer based in London, the UK

 <https://anamerkulovaux.framer.website/>

 aj.merkulova@gmail.com

 (44) 7592197224

 [LinkedIn](#)

Education

UX Design Certification

2023 | London

School of UX

UX Design Course

2021 | London

DesignLab

BA in Educational Psychology

2006 - 2011 | Moscow

Moscow State University

Skills

Tools

Prototyping in Figma

User testing in Maze

Collaboration in Figjam, Miro,

Notion, Jira

Website building in Framer

Methodology

Qualitative user research

Wireframing

Prototyping

Team workshops

Design systems

Usability testing

Experience

Scottish Tech Army - UX designer

Jan 2024 - Present | London | Mobile application for volunteers

- Lead workshops to align team members on design objectives, fostering a human-centred approach.
- Build interactive prototypes to enhance volunteer engagement.
- Improve accessibility of role filtering process.
- Build the design system for ease of onboarding new team members.
- Present design solutions to stakeholders.
- Act on feedback from stakeholders, developers and other designers.

Freemynd - UX designer and researcher

May 2023 - Aug 2023 | London | Mental health service website

- Conducted competitive research and engaged with subject matter experts to inform the design of user flows for a mental health initiative.
- Create and iterate on interactive prototypes for a Wordpress website.

Instarem - UX design intern

Jan 2022 - Jun 2022 | London | Fintech mobile application

- Maintained and added to the design system for a fintech app ensuring consistency and efficiency across interfaces.
- Improved time on task for onboarding flow.

Transferrable skills

As a UX designer with psychology and teaching background, I bring the following skills to the team:

- Understanding how people learn and process information.
- Facilitation of team discussions.
- Visual presentation of complex information.
- Onboarding and orientation of new team members.
- Asking questions as part of user research and team problem solving.
- Reflection and iteration based on feedback.
- Design with cultural sensitivity for diverse groups.