

# Tim Sedov

UX/UI-Designer

📍 Tallinn, Estonia  
📞 +372 56 26 4374  
✉ [td.sedov@gmail.com](mailto:td.sedov@gmail.com)  
🌐 [timsedov.com](http://timsedov.com)  
Behance [behance.net/td\\_sedov](https://www.behance.net/td_sedov)

## About me

---

I am a young designer who has a passion to create a meaningful experience for people and myself.

I've launched some of my personal projects (not alone if be fully honest). Some of them are frozen, some are living. One of them was a personal assistant like Siri or Cortana, but for Russian people (frozen). Another is a movie searching engine (and the app which is based on this engine).

The next big and inseparable part of me is love for cinematography. I really think that designers need to know how movies work (you can check out my note about it —<https://blog.timsedov.com/r1dh3VyZH>). And in my spare time, I like to write about cinematography from a moviegoer perspective.

## Work experience

---

### Freelance and personal projects

2016 - now

### UX-designer

2017 - 2017

[Social Quantum](#)

I created elements of user interfaces in a few social games as "Poker Jet" and "MegaPolis". I worked with a big team of other designers and got much lore in UI and how right communication with a team.

## Education

---

### Bachelor

2013 - 2017

Ivanovo State University of Chemistry and Technology

Automation of Technological Processes and Productions

## Skills

---

- Interaction design;
- Mobile/web prototyping;
- Wireframing, Storyframing;
- Communication with a team and users;
- Writing skills in English and Russian (I strive to think that language is the greatest contrivance of mankind);
- JTBD, User Stories frameworks;
- Speaking with developers in their language.

## Software Skills

---

**Prototyping / UI:** Sketch, Figma, InVision, Principle

**Adobe:** Photoshop, Illustrator

**Other tools:** Miro (for whiteboarding), XMind (for mindmapping), Abstract (for version control), Amplitude (for analytics)

And I am open-minded to use other services which allow me and a team to be more efficient.

## Other

---

- Witty which is one of my personal mobile projects ([App Store Link](#));
- Some posts on [My Blog](#);
- Passed the course *Become a Product Manager | Learn the Skills & Get the Job* ([Certificate](#));
- I have written some texts about cinematography on my [Telegram channel](#) and [Teletype](#) (only Russian, sorry);
- Small experience in GameDev (please, don't ask and don't offer).