

Dana Michailov

I'm a UX designer aiming to design user centered products. In my previous occupations I conducted help support testing, end-users research, worked in collaboration with software developers and project managers and helped implant and monitor complex systems. My educational background provides me variety of interpersonal skills and a strong foundation for UX Design. I am targeting for a position as UX designer.

Contact

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Education

B.A Psychology and user experience specialization; 2022 - ...
The Academic college of Tel Aviv-Yaffo.

UX design course; University of Haifa 2021.
Cognitive Psychology - User research - User experience - User Interface.

UI design course; Codesigner 2021.
UI design laws - Visual design - Responsive design - Design systems.

Web Coding languages; SheCodes 2021.
Gained familiarity with basic HTML & CSS.

Languages

Hebrew	Native
English	Fluent
Russian	Advanced

Experience

Legal Secretary - Goldfarb Gross Seligman, Law Firm; 2023 - ...

- Schedule management for dozen of partners and attorneys.
- Initiation of self-driven projects related to work.
- Documentation: COI, KYC, NDA forms.
- Invoice preparation and client billing in CRM systems.

Legal Assistant - Atia Law office; 2021.

- Client research, case evaluations and documentation.
- On-going communication with governmental & private offices.

Video broadcast technician - C4I, IDF; 2018-2020.

- 24/7 Availability for clients; rapid communication with military contractors and executives.
- Monitoring and analyzing advanced systems and technical issues.
- Responsibility for testing & implanting military complex systems.
- Inspection, trouble shooting and operation of software & equipment.

Volunteering - The Butterfly Button, NGO; 2023.

- Contributed to micro-copy strategy, marketing and design decisions.
- Weekly meetings to monitor progress & brainstorm new ideas.

Professional Skills

User research	Figma
Prototyping	Procreate
Wire-framing	Office
Visual design	Miro
Story boarding	Basic HTML+CSS
Personas	Basic Illustrator
Interaction design	