

JULIA GARDYNIK

PROFILE

Adaptable UX Designer with experience in research, wireframing, and cross-functional collaboration. Detail-oriented and eager to grow and within an agile environment.

SKILLS & TOOLS

- UX/UI Design: Figma, Adobe
- Research & Strategy: User Research, Usability Testing, Data Analysis
- Design & Development: Wireframing, Prototyping, Responsive Design
- Collaboration & Agile: Cross-functional Teamwork, Iterative Design

CONTACT ME

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 East Van, BC

WORK EXPERIENCE

Lead Designer

BLOINK (2023 – 2025)

- Designed all creative aspects of the BLOINK tabletop game, including branding, product design, and marketing assets.
- Led the UX design of the company's website, ensuring a seamless user experience and strong digital presence to drive sales.
- Collaborated with a manufacturing company to prepare production-ready design files for mass printing.
- Successfully contributed to a 267% funded Kickstarter campaign through user-centered marketing and design strategies.

Freelance UX Designer

GenSales (2024) | AI Startup

- Led UX design for an AI-powered lead generation and management software, shaping the product's direction through problem identification.
- Created wireframes, user flows, and prototypes to refine and communicate design concepts with stakeholders and developers.

Settl (2023 – 2024) | Fintech Startup

- Designed and improved fintech solutions, enhancing user engagement and accessibility.
- Conducted user interviews and analysis to inform ideation, ensuring that design decisions aligned with business goals and user needs.
- Participated in agile sprints, iterating on user feedback and collaborating with cross-functional teams to refine product features.

Neurotechnician & Research Assistant

Swingle Clinic (2019 – 2023)

- Conducted research on brainwave activity and cognitive function, analyzing data to support clinical decision-making.
- Assisted in usability studies on neurofeedback tools, identifying areas for user experience improvements.
- Facilitated communication between clients and clinicians, applying problem-solving skills and active listening.

EDUCATION

Queen's University (2012 – 2017)

- BSc in Psychology and Life Sciences

Coursera (2022 – 2023)

- Google UX Research and Design Certificate