



VALENTIN LOSCHININ

Multidisciplinary designer passionate about human-centered innovation with 14 years of experience in both design agencies and product companies.

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Based in Stockholm,
Sweden

I am a true follower of the user centric approach in creating products. The Design Thinking process and the Lean Startup methodology help me to observe what people feel and need, to find strong insights, to create relevant concepts, to test them, to quickly receive meaningful results and discover how the original idea can be improved.

It's important for me to work with a great diversity of team members because different opinions and views are indispensable for innovation. Using feedback and running team development sessions regularly help me to work out conflicts and find ways for the group to perform more efficiently.

I love to bring the knowledge and skills I've developed through 14 years of design industry experience to areas such as: Digital Product Design, Service Design, User Experience Design, Interactive Design, Visual Design and Team Development.

WORK

Senior Digital Designer @ Designit

March 2015 – Present

Design product-service experiences.

Product Designer / Consultant @ Ayyo

August 2014 – March 2015 (8 months)

Redefined the experience of watching movies.

Head of Design @ Innova

May 2011 – July 2014 (3 years 3 months)

Managed and developed a team of talented designers to produce and maintain digital products. Hands-on contribution to the products' creation, their strategy and communication.

Lead Designer @ Art. Lebedev Studio

August 2007 – May 2011 (3 years 10 months)

Created website concepts for domestic and international companies, carried out final layouts and visual assets, collaborated with developers.

Designer @ i-Age

February 2006 – August 2007 (1 year 7 months)

Created effective landing pages, performed their A/B testings.

Designer @ Netracers

February 2005 – February 2006 (1 year 1 month)

Created design concepts for websites, executed complete layouts, marked-up HTML/CSS pages.

Designer @ Studio-i

October 2003 – February 2004 (5 months)

Created simple websites.

EDUCATION

Interactive Art Director @ Hyper Island, Stockholm, Sweden

August 2014 – June 2015

Sharpened the expertise and developed new skills in visual communication, creative problem solving and team development. Get prepared to take on tomorrow's digital challenges.

BA Engineering @ Ryazan State Radio Engineering University, Russia

September 2002 – June 2007 (5 years)

Management & Informatics in Technical Systems.

TRAININGS

Creative Workshop by Anton Repponen & Irene Pereyra, Fantasy Interactive

June 2014

Workshop "Design Thinking" by Alex Ivanov, IDEO

June 2014

Creative Workshop by Eike König, HORT

June 2012

Cooper U: Interaction Design by Kendra Shimmell, Chris Noessel and Alan Cooper, Cooper

October 2011