

# POLINA RUBIN

**UX/UI DESIGNER**  
(Ex-Artist & Restorer)

Portfolio: [polinarubin.com](https://polinarubin.com)  
Art Portfolio: [art.polarubin.com](https://art.polarubin.com)  
Linkedin: [http://linkedin.com/polarubin](https://linkedin.com/polarubin)  
Email: [polinarubin.graphics@gmail.com](mailto:polinarubin.graphics@gmail.com)

## Education

Jun 2023 - Jul 2024

Diploma in UX/UI design  
[Bang Bang Education](#)

Sep 2012 - Jun 2018

MA & BA in Art Restoration  
and Painting  
[Saint Tikhon's Orthodox  
University of Humanities,  
Moscow Russia](#)

## Skills

User/market research, Information  
architecture, Wireframing,  
Prototyping, Visual design, Usability  
testing, Interaction design,  
Vibe Coding

### Languages:

English (Fluent), Russian (Native),  
Hebrew (Conversational), French  
(Beginner)

## Tools

Figma, Adobe Photoshop,  
Adobe Illustrator, GIMP, Procreate,  
Miro, Spline, Wix, WordPress,  
AI-powered tools, Canva, Cursor

## Experience

Jun 2023 - Jan 2025

UX/UI Designer, [WEBBOX std](#)

- Worked on the UX/UI design of mobile applications
- Led UX research, defined user needs, created user flows, wireframes, and prototypes.
- Delivered high-fidelity visual designs and collaborated with development teams.
- Conducted usability testing and iterated based on feedback.

Dec 2023 - Jun 2024

UX/UI Designer, [Globe4all](#)

- Designed a mobile application
- Conducted research and over 30 interviews to identify user needs and pain points.
- Developed a prototype with an accessible and intuitive user journey, aligned with client and user requirements.
- Designed and delivered a user interface optimized for accessibility and ease of use

Sep 2014 - Jun 2018

Painter and Art Restorer (*Freelancer*)  
[My art portfolio](#)

- Specialized in iconography and restoration of 19th-20th century paintings.
- Developed strong skills in visual design, color theory, and composition.
- Applied precision and problem-solving, relevant to UX/UI design processes.