Angel Davchev

UI/UX Designer, that likes to code

Portfolio:
[Dribbble](#)
[Codepen](#)

Contact:
angeldavchev@gmail.com
+389 (0) 75 233 449

WORK EXPERIENCE

CodeWell, Skopje, Macedonia — *Senior UI/UX designer*

MARCH 2014 - JUNE 2018

Award winning senior user interface and user experience designer with a knack for start-up and scale-up companies, with experience in the first [VC-backed](#) Macedonian startup. Proficient in both mobile and web platforms, I create digital experiences for mobile apps and websites alike. Daily duties involve collaboration with developers and stakeholders, designing sketches, wireframes and high fidelity designs based on user feedback, brainstorming sessions with clients to identify their needs. I also code web experiences using HTML, CSS and Javascript.

Work split between **consulting** with various companies from Macedonia and abroad, mentoring a junior designer and **bootstrapping products** with the company's founders:

PRODUCT EXPERIENCE

Letz — *Product designer*

https://letz.do

OCTOBER 2016 - DECEMBER 2017

Designed an AI powered chat-bot mobile phone application that helps users with their tasks and to-do lists, using friendly conversation with a bot named Lucy.

The role included defining the user's needs based on research and feedback, iterating new designs that match the user's needs and improving the overall experience in the app.

Letz won Product Hunt's Golden Kitty award for [Bot of the Year](#) in 2016. The app was featured in [Forbes](#), [Huffington Post](#) and [Tech Crunch](#). Available on [Google Play](#) and [App Store](#).

Codewell.is — *UX designer*

https://codewell.is/

DECEMBER 2016 - MARCH 2018

In partnership with the junior designer, helped in the rebranding of the company's website. The goal was to establish the company as one of the leading IT companies in the region and abroad, and to attract new generation leads and potential customers. My role was to define and create seamless user experience throughout the whole website. I helped coding the website, defined and implemented animations and microinteractions in order to improve the general look and feel of the brand.

MarkO — *Product designer*

JUNE 2014 - 2015

Designed the user experience and user interface of MarkO, a geolocation-powered mobile and smartwatch app that simplifies tasks and errands management. Available on [Google Play](#).

The role included validating user's needs based on research, questionnaires and feedback, iterating new wireframes and high fidelity designs based on the feedback and improving the overall experience in the app.

Estimo — *Product designer*

https://costforapp.com

MAY 2018

Designed the user interface and coded the front-end of a chat-bot app that estimates the cost to build an app through a friendly conversation with a bot named Tim. My role included defining key parameters that can make the user feel like he/she is talking to a real person behind the scene. The app also sends a stylised and branded PDF document with the final estimation to the user's mail.

Joke Shaker — *Product designer*

MAY 2017

Designed the user interface and logo of Joke Shaker, an online community web application for reading, sharing and rating jokes.

NOTABLE CONSULTING EXPERIENCE

Heineken — *Mobile designer*

Designed a tablet and mobile app that helps Heineken's employees easily maintain the production machines.

Screens available on Dribbble.

AngelART — *Web designer*

angelart.studio

Designed and developed a studio website for my friend and ex colleague. She's an artist who paints on canvas, so the challenge was to design a website that complements her visual style.

Popphoto.mk— *Web designer*

popphoto.mk

Designed and developed a website for a well known car photographer in Skopje.

Kniga.mk (Book.mk) — *Mobile designer*

Designed a tablet and mobile app Kniga.mk (Book.mk) for "TRI", a Skopje-based book publishing company. Available on Google Play (in Macedonian).

Publisher.mk — *Web designer*

publisher.mk

Designed and implemented front-end code (html, css) for "TRI", a Skopje-based book publishing company.

Farma (Farm) — *Mobile designer*

Designed and illustrated a tablet game for underage children called "Farma" (farm, in Macedonian). Available on App Store (in Macedonian).

Dramski Teatar Skopje (Drama Theater Skopje) — *Mobile designer*

Designed a mobile application for the Drama Theater in Skopje, Macedonia that includes it's agenda, gallery with images as well as info about the artists. Available on [Google Play](#) (in Macedonian).

Makedonska Filharmonija (Macedonian Philharmonic) — *Mobile designer*

Designed the mobile application for Macedonian Philharmonic, located in Skopje, Macedonia. Available on [Google Play](#).

OTHER RELEVANT EXPERIENCE

Deutsche Bank "Future Banking" Competition — *Participant*

AUGUST 2014

Took part in Deutsche Bank's ["Future Banking" competition](#), reimagining the user experience on their mobile banking application. The design was featured on [Designboom](#).

Grace — *Product designer*

APRIL 2017

Designed and illustrated a mobile application called [Grace](#), an application that adds watermark to an image of a meal in order to "bless it".

Rockstart Accelerator, Amsterdam, The Netherlands — *Participant*

MARCH 2015 - JUNE 2015

Took part in [Rockstart](#), a four-month long acceleration program, with [MarkO](#) - CodeWell's smart errands manager application. Was coached by various mentors about how to improve the product and grow our user base. The app is [featured](#) on Rockstart's website.

Startup Weekend, Skopje, Macedonia — *Winner*

MAY 2015

Researched, designed, prototyped and made the pitch deck for a mobile app connecting nearby professionals over brunch. [Featured link](#)

Codefest Tech Festival, Ohrid, Macedonia — *Mentor*

APRIL 2017

Mentored and coached in a startup workshop that was part of the [Codefest Tech Festival](#) in Ohrid, Macedonia.

TOOLBOX

Figma, Adobe XD, Photoshop, Illustrator

HTML (Pug), CSS (Sass), Javascript (Babel, jQuery), GSAP TweenMax, Prepros.io (for compiling)

* Can easily adapt to other tools (Sketch, InVision Studio)