



# SOFIIA KUKHAR

## UI/UX Designer

Detail-oriented designer graduating in Creative Media and Game Technologies. I specialize in bridging complex mechanics and intuitive interfaces across platforms. Adept at using user research and feedback to build clean, impactful visual systems.

## Contact

### Phone

+31 68 521 2954

### Location

Enschede, Netherlands

### Portfolio

[sofiiakukhar.com](https://sofiiakukhar.com)

### Email

sofiia.kukhar03@gmail.com

## Education

### BSc Creative Media & Game Technologies

Saxion University of Applied Sciences  
2021 – 2026

## Core Skills

Rapid Prototyping  
Product Strategy  
Accessibility  
Design Systems

## Soft Skills

Empathy-Driven Design  
Effective Teamwork  
Adaptability  
Critical Thinking  
Clear Communication

## Software & Tools

Figma, Miro, Adobe Creative Suite,  
Notion, FigJam, Trello, Agile/Scrum  
Framework

## Languages

**English** - Fluent (C1)

**Ukrainian** - Native

**Dutch** - Beginner (A1)

## Experience



### UI/UX Designer (Intern)

Sep 2025 – Feb 2026

#### Wunderbar | Enschede, NL

Led end-to-end design for a workspace platform, simplifying complex navigation into visual flows. Reduced listing friction by 30% through 10+ usability tests. Delivered high-fidelity prototypes and a scalable design system to streamline developer handoff.



### UI/UX & Game Designer

Jan 2023 – Jul 2025

#### Denda Games | Hengelo, NL

Spearheaded visual design and puzzle mechanics for the project "Red Room". Developed user-friendly layouts and wireframes, balanced difficulty curves, and iterated directly from playtesting feedback. Standardized design documentation to optimize cross-team alignment.



### Graphic Designer

Nov 2018 – Aug 2023

#### Freelance | Remote

Designed and launched over 10+ custom web and visual branding solutions. Translated distinct client requirements into aesthetic layouts and scalable digital identities, ensuring continuous alignment with project goals.

## Key Achievements

### Daily UI Challenge – 100 Days

Successfully built 100 diverse UI mockups sequentially, refining visual design precision, execution speed, and creative storytelling.

### User Research & Testing

Led end-to-end usability testing for the Wunderbar platform. Identified and resolved 3 critical UX bottlenecks in the listing flow, ensuring a seamless user experience prior to the MVP launch.

### Leadership & Project Management

Assumed Scrum Master and Lead Designer responsibilities for agile team workflows, drastically enhancing operational efficiency and iteration velocity.

