

Ivan Ivanov

(+49) 173 4320528

vankata@gmail.com

www.vankata.info

Short Bio

Ivan has been an influential contributor to the global CG art community since his teenage years. At the age of Seventeen he was awarded a scholarship to attend the Art Institute of California – San Francisco with focus on Media Arts & Animation. Months after, he joined the Creative Team at Autodesk Inc, San Francisco as a 3D Artist.

Upon his return to Europe, Ivan has been combining vision, technology and business understanding to help a number of startups and their ambitious leaders to define their brand strategies and customer experience.

Currently, Ivan is living in Berlin, maintaining the design and the product evolution of multiple apps with millions of users at Adviqo GmbH. He is mostly focusing on defining the Design System for a White Label Production delivered for several language markets.

And despite Ivan's full time obsession with user interface order, design structure optimisation and design-development synergies, he is deeply interested in visual art, electronic music and technology. He can also be found snowboarding untouched snow powder in the European mountains.

Experience

Product Design Lead at Adviqo GmbH, Berlin

October 2022 – Present

Product Management • Mobile Team

Bridging business, development and design. Part of Critical Chain Project Management execution. User stories teller. Driving designers' team career development. Decisions chasing by heart.

Senior UX Designer at Adviqo GmbH, Berlin

January 2018 – October 2022

Product Team • Mobile Team

Responsible for the user experience of the company's mobile platforms. Concepted a Design System for a White Label with multiple brands. Envisioned new features and supported the evolution of the platforms. Implemented a facelift to the design system, while introducing a Dark Mode. Guided junior designers to use the system and help them to join the mobile team. Participated actively in the development process by creating and managing Epic user stories and their subtasks.

Concepted new apps, designed their brands, prepared their design systems, helped the development process, while supporting the marketing team to drive their campaigns.

Product Designer, Founder at Fragmental

April 2016 – Present

• Prototyping • User Experience • Design • Product Design • Project Management

“We are a creative team of programmers and designers combining vision, technology and business understanding to help ambitious leaders define their brand strategies, customers’ experience and product presentation.”

UI/UX, VP Operations at J28 LLC, New York

March 2014 – March 2016

• Software Design • Prototyping • Design Production • Operations

“Appoint Digital (formerly J28) is an experience design and development studio based in New York City and Plovdiv, Bulgaria. We help people and organizations realize their true potential by imagining, creating, and delivering elegant, meaningful, and contemporary communication tools.”

Creative Director at STS Soft SC - Bulgaria

January 2010 – February 2012

• Design • Visual Design • Branding

“Big Data Solutions STS Soft provides cutting edge solutions for BigData applications. Our STSdb database provides 100x performance increase in data processing and indexing.”

3D Artist at Autodesk Inc, San Francisco

June 2006 – April 2007

Produced visual content at the Autodesk Creative Team in San Francisco, CA.

3D Artist, Freelance at Turbosquid Inc, New Orleans

September 2005 – Present

• Concept • Modeling • Texturing • Rendering • Product Management

Diamond level, SquidGuild, top rated 3D seller at the largest library of 3D products for sale in the world. Delivering professional 3D content for industries such as Advertising, Animation, Architecture, Education, Engineering, Film Production, Industrial Design, Interior Design, Product Design, TV Production, Video Games.

Education

Art Institute of California – San Francisco

Bachelor of Science degree in Media Arts & Animation, 2005 – 2009