

Georgiy Chernyavsky

Prague, Czech Republic

T: +420770127975

E: hi@jblck.com

<https://www.linkedin.com/in/chernyavsky/>

<http://jblck.com>

Experience

Senior Product designer

Citrix

<https://www.citrix.com/>

Prague, Czech Republic

Oct 2019 - present

At Citrix my main goal is to ensure [Citrix Workspace](#) administrators are efficient and successful in their jobs. Apart from design of product features, I am responsible for IA of the given part of the product, as well as scrum team design support. I help to establish and maintain best agile practices in cooperation with stakeholders and other departments.

Key responsibilities:

- UX design;
- User research;
- Heuristic evaluations and other design reviews and studies;
- Contributing to UI libraries;
- Mentorship;
- Improving Product Design organisation's image;
- Advocating design in Prague office.

UX designer, ART UX lead

CA Technologies, a Broadcom Company (Broadcom), Mainframe division

<https://www.ca.com/>

Prague, Czech Republic

Jun 2018 - Sep 2019

As a UX designer at Broadcom, I was primarily taking care of [CA Vantage](#), working closely with a scrum team, located in Prague. My main responsibilities included design of product features, UX and product research, scrum team design support etc. I also partially supported another CA product - [Web Viewer](#), where I helped to design a new version of the web interface. As an Agile Release Train (ART) UX lead, I was making sure that teams from my ART have proper support from the Mainframe UX organisation.

Key responsibilities:

- UX design;
- User research;
- Planning and executing customer-facing activities;
- Planning and organizing internal design team activities;
- Heuristic evaluations and other design reviews and studies;
- Designing a product-specific UI library.

External design consultant

humbleteam

<https://humbleteam.com/>

Prague, Czech Republic

Nov 2018 - present

At humbleteam I've been consulting and leading various projects, mostly from the fintech sphere. At each project I've had to lead and provide support to a small team of UX and visual designers, in the same time consulting high-level UX design, overseeing design delivery and following implementation guidance.

UX designer, Project Manager

White Noise Team

<http://www.twinsoulgame.com/>

Aug 2017 - Nov 2018

White Noise Team is an indie gamedev studio, working on its first big title Twin Soul. Being a core team member, I was responsible for a wide range of things, starting with in-game UX design and branding, and up to project management.

UX designer

SCIA

<http://www.scia.net/>

Brno, Czech Republic

Mar 2017 - Jun 2018

As a UX Designer at SCIA I was taking care of SCIA Engineer, a specialized software used for civil engineering. Apart from interaction design, I was also conducting individual user research activities, initiated a customer interaction program and helped to shape UX strategy. Being an in-house UX advocate, I promoted user experience across the company and gave a number of UX trainings and lectures for development teams.

Graphic User Interface Designer

Pilot design studio

<https://www.pilot.cz/>

Brno, Czech Republic

Dec 2016 - Mar 2017

As a designer in Pilot studio I was working with major universities and companies of Czech Republic, creating various designs for web and print.

Graphic User Interface Designer

Adbros design agency
<https://www.adbros.cz/>
Brno, Czech Republic
May 2015 - Nov 2016

At Adbros I had a chance to work on web and advertisement projects for such brands as Philip Morris, Konica, Captain Morgan, Ingenico, and many others. Moreover, I helped to design the agency's own product - a software for management of a dental clinic.

Freelance graphic designer

Jul 2014 – Dec 2016

While freelancing I've had a chance to work on a number of products from various industries.

Freelance team manager

Nov 2013 – Jul 2014

Between 2013 and 2014 I've managed a small team of visual designers.

Certifications

[Enterprise Design Thinking Practitioner](#)

IBM

[User Experience Strategy](#)

The Team W, Inc.

[Certified SAFe® 4 Product Owner/Product Manager](#)

Scaled Agile Inc.

Publications

[97 Things Every UX Designer Should Know](#)

Contributing author to a book to be published by [O'Reilly Media](#) in 2021

Conferences

[Citrix Converge 2020](#)

Co-speaker

Education

Masaryk University

Cultural Sociology, Master of Arts
2013-2015

Zaporizhzhya National Technical University

World Economics and Relationship, Bachelor
2008-2012

Languages

- **English:** professional working proficiency, fluent;
- **Czech:** intermediate proficiency;
- **Russian, Ukrainian:** native proficiency.