

Introduction

My name is Maxim Melnikov, and I'm a designer with a passion for web & mobile interfaces and interaction design.

Graduating from high school in 2007, I enrolled in the National Research Nuclear University, but after five semesters I realised that physics was not my calling, and therefore withdrew from that line of education. However, these three years gave me the aptitude and technical skills which have transferred to design. This scientific approach in my work helps solve any problem in a rational and process-driven way.

In 2011, a friend of mine and I decided to create a simple OS X application to control our favourite music players. That's how I became a designer.

I have had the privilege to work with companies such as Microsoft, Nokia, Yandex, Rambler&Co, KUPIVIP, Megafon, VTB24, Chevrolet, EKA, Sedmoi Kontinent, LitRes, and more. My work has reached a potential audience exceeding 70 million customers and clients.

I'm currently working as a contractor at Specle. Both at Specle and in my personal endeavours, my work is chiefly focused on developing and maintaining a design system that appeals to the team and the users.

Skills

Web and mobile interface design with a focus on accessibility and design systems; front-end development with a focus on (S)CSS architecture and design systems; wireframing, low- and hi-fidelity prototyping and interaction design in Framer; JavaScript; Git SCM; some experience in React.

Contact

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Employment

Currently: UX consultant at Specle (2018–present)

Specle (2018–present)

Designing a large b2b-service with a big focus on UX, usability and accessibility. Developing and maintaining an (S)CSS framework, a set of base styles and CSS components.

KUPIVIP (2017–2018)

Led design for both iOS and Android consumer apps (including wearables), designed an internal app for optimising work of the delivery department. Worked with an agency on the company's rebranding.

Semibold Mammoth (2011–2017)

Designed Simplify, an award-winning OS X app for controlling music players. Responsible for the visual and interaction design and HTML/CSS/JS development.

Actis Wunderman (2012–2014)

Responsible for creating highly polished and usable mobile interfaces, from concept to production, for all major mobile platforms such as iOS, Android and Windows.

Notable Projects

Simplify

A music controller with more than 150 000 users. It is a long-time Top 100 app in the Mac App Store; was featured in many online magazines and awarded "Music App of the Year" by TUAW editors.

Megafon MegaFaces app

A questionnaire application for supporting Megafon's MegaFaces installation at the Sochi Olympics. The project won a Cannes Lion award for Creative Innovation.