



Philip Dimanov

Creative experience designer who codes

+49 157 58 311 308

philip@dimanov.de

dimanov.de

Work Experience

Product Design Lead compa

Nov 2021 - July 2022 / Berlin, Germany

At Compa I designed a digital platform for fast, convenient, and in-time transactions on construction sites. Invoices in construction appear to be a massive problem with €250 Bn. transactions per year in Germany alone. I was privileged to have many users willing to share feedback every day. Receiving that precious feedback helped me to prioritize and solve many problems which added a lot of value to the business and to the users.

Product Designer raisin

Oct 2014 - Nov 2021 / Berlin, Germany

At Raisin, I designed a digital product that helps people grow their wealth. I was the product designer responsible for the public website, including the registration and the product ordering flows. I worked closely with stakeholders, product owners, copywriters, and developers to deliver pixel-perfect, accessible, and "better, never best" user experience. I also supported and unlocked value for the marketing team by helping them to validate hypotheses by creating experiments and A/B tests.

Design and Web Development Freelancer

Oct 2004 - Nov 2014 / Varna, Bulgaria

I freelanced for about 10 years designing and developing websites, WordPress themes, E-commerce platforms, crafting logos and illustrations, taking part in many interesting projects and teams.

Designer and Web Developer ORCA Studio

Feb 2002 - Dec 2004 / Varna, Bulgaria

I started designing and developing websites back in the year 2002 in a small family agency with a team of 4 people.

Software & Tools

- Figma
- InVision
- Miro
- Visual Studio Code
- Sketch
- Framer
- Jira
- DaVinci Resolve
- Adobe CC
- Axure RP
- Notion
- and many more...

Find me on

 LinkedIn - <https://www.linkedin.com/in/dimanov/>

 Xing - https://www.xing.com/profile/Philip_Dimanov/cv

 Instagram - <https://www.instagram.com/philipdimanov/>

Berlin, 2022

Skills

Design:

- User flows
- User journey mapping
- Interaction design
- Information architecture
- Wireframes & mock ups
- Rapid prototyping
- Motion design
- Illustrations, icons & UI graphics
- Style guides and libraries

Research:

- User research & Interviews
- Usability testing
- A/B testing & experiments
- Data analysis
- Surveys

Development:

- HTML / CSS / LESS / SCSS
- JavaScript
- PHP / MySQL
- WordPress
- Bootstrap
- Git
- Webflow (no code)

Collaboration:

- Self starter
- Communicative
- Flexible and adaptive
- Design critique
- Organizing workshops
- Knowledge sharing
- Cross-functional teams

Languages:

- English
- German
- Bulgarian
- Russian