

# Vladislav Nakoriakov

UX Engineer

---

**Vladislav Nakoriakov**

Berlin, Germany

+49 176 327 36 328

[vn@vnnv.me](mailto:vn@vnnv.me)

---

## Skills

- **Rapid prototyping:** UI mockups, low-fidelity and functional prototypes (using *JavaScript/TypeScript* and *Svelte, Figma* and a bit of *Flutter*), hardware prototyping
- **User-centered design:** User research and usability testing, Design Thinking and ideation, user stories and journeys, personas, accessibility design
- **Agile framework:** Agile ceremonies and practices, iterative development, sprints, OKRs, workshop facilitation

---

## Experience

---

### Volkswagen AG, Future Center Europe GmbH / UX Technologist

May 2017 - PRESENT, Potsdam, Germany

- UX Designer and Design Technologist working in cross-functional teams, alongside with UX Researchers and Concept Designers
- Currently leading a team of 5 people, designing a product for internal use by the whole group of VW AG brands
- Acquired and have led 5+ projects — reaching out to stakeholders, pitching the project, calculating cost estimates and leading the full-life cycle of the project until the delivery
- Helped with shaping and sharing the Volkswagen's vision of Level 5 (autonomous) vehicles by designing and building multiple high-fidelity prototypes — both in-car HMI related and “around-the-car” experience (mobile, hardware)
- Inspired numerous VW AG brands (Volkswagen, Audi, Porsche) by showcasing a vision of the mobility of the future. Created multitude of prototypes, user stories and journeys spanned over 15+ projects
- Helped with the development of the Design System by using the early versions in prototypes, evaluating the system with users, giving the feedback and ideas back to the designers
- Helped the growth and improvement of the Future Center Europe by owning and leading 6+ internal processes. Conducted more than forty interviews — both for the internship and full-time positions
- Built a small variety of the tools for internal usage — helping the automatization of data evaluation, streamlining the design process

### Freelance interaction designer

February 2014 - May 2017, Moscow, Russia

- Designed and implemented over a dozen of human-machine interfaces for different exhibitions, venues and art installations

- Designed and built a few interactive art projects featured in media
- Designed and implemented a modular framework, streamlining the development process

### **Digital October Center / Interaction Designer**

June 2012 - February 2014, Moscow, Russia

- Participated in multifunctional team in a role of interaction designer
- Helped with the funding of multiple Digital October projects by implementing high-fidelity prototypes of R&D products, which been presented to funders and various stakeholders
- Designed and implemented the technical framework (communication between different applications and a set of design-related tools ), increasing the efficiency of the whole team

---

## **Education**

---

### **Synergy University (ex-MFPA) / Bachelor, Applied Informatics in Economics**

September 2007 - May 2012, Moscow, Russia

---

## **Other**

- 
- Contributed to the early stages of **XOD.io** open-source project, by creating interface wireframes and consulting on best UX practices. Proposed over twenty interface improvements, which made it into the next releases of the software