

Daniel Nüüd

UX/UI Designer

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📍 Tallinn, Estonia

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📅 16.03.1996

📄 PROFILE

UX/UI Designer with a strong foundation in user-centered design and technical implementation. Experienced in conducting user research, creating wireframes and prototypes, and building accessible web interfaces. My background in web development allows me to bridge the gap between design vision and technical feasibility, ensuring smooth collaboration with engineering teams.

🌐 LANGUAGES

Estonian

B2

Russian

Native

English

B1

🧠 SKILLS

- User Research (interviews, personas, scenarios)
- Prototyping (Lo-Fi, Hi-Fi)
- Visual Design
- Full-stack Development
- Usability & Accessibility Testing (WCAG 2.1)

🎓 EDUCATION

Bachelor of Arts

Estonian Entrepreneurship University of Applied Sciences
Mainor

2026 | Tallinn

Specialization - **Web Design and Digital Graphics**

GPA: **4.47 / 5**

Key areas of study and practical work:

- Designing and prototyping user interfaces (UI) and improving user experience (UX)
- Building web applications and interactive digital environments
- Basics of software development and web technologies
- Project work in teams: from idea and requirements to implementation and presentation
- Entrepreneurship, project management and IT-service management

Bachelor's thesis: "Recommendations for choosing an approach to microservice development based on a comparative analysis of traditional and reactive programming."

📖 COURSES

JAVA-DEVELOPMENT

Hexlet.io

06/2023 – 04/2024

Backend development fundamentals: Java, OOP, SQL, Spring Boot, REST APIs

🔑 INTERESTS

Design & Technology Books

I love reading about UX design, psychology, and how people interact with technology. Currently exploring works by Don Norman, Steve Krug, and Jakob Nielsen.

Personal Web Projects

Designing and building small web applications to experiment with new design patterns and frontend technologies.