

Hi, I'm Anna Klibanov

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I've been designing and building software for over 14 years with a focus on an intuitive and seamless user experience. I'm creative, adaptive, and love to learn to overcome obstacles and achieve my goals.

Most recently I led the development team at Edsby, creating software for K-12 education aimed at students, parents, teachers, and school administrators, seeking to unify the learning management and remote learning experience across all four stakeholders. As an early member of the Edsby team, I was an integral part from initial product idea to its current award-winning iteration with over 215 million users worldwide. I was responsible for the product design and front-end development as well as all public-facing materials including the website, marketing materials, case studies, and promotional video content.

Work Experience

June 2010-
Present

Freelance Designer

GoBanana Design

Extensive experience working with clients across all industries and media. Worked with clients on small projects like single-page websites as well as large-scale projects including print and digital materials from concept to full execution installations.

Sep 2020-
July 2022

Scrum Master

Edsby

Led a 20+ person engineering team in Agile development. Facilitated relationships with the Product Owner, business team, customer needs, and other stakeholders to ensure a clear and seamless product development process with best practices and user-centred design processes.

April 2011-
July 2022

Senior UX/UI Designer / Product Designer / Front-End Developer

Edsby

Designed UI mockups for the software to create an easy and pleasant user experience; taking into account market research, user testing, customer needs, and business requirements to iterate through designs for the most effective solutions. Collaborated with the engineering team to ensure implementation of designs and seamless product deployment.

2010–2011

Graphic and Web Designer / Front-End Web Developer

Ingle International

Designed and developed websites for clients, created mockups for intuitive user interfaces for web applications, and worked closely with programmers to achieve optimal functionality. Created other materials for the company and its clients, such as interactive flash presentations and print materials.

2008–2011

Web Designer and Technician

York University

Maintained the web sites for the Fine Arts Computing department and Visual Resources Centre. Assisted faculty with technical problems, and troubleshoot more complicated issues to relay the information to the next level of support.

Skills

- Product design
- UX/UI design
- User research and testing
- Wireframing and prototyping
- Web development
- Branding
- Project management
- Agile (Scrum) methodologies
- Team leadership
- Verbal, written, and interpersonal communication
- Adobe Creative Suite
- Figma
- MS Visual Studio
- HTML/CSS
- Javascript

Education

2020

Certified ScrumMaster (CSM)

Scrum Alliance

2006–2010

Bachelor of Design (Honours)

York University/Sheridan College