



# Bogdan Iordache

## Product Designer

I'm a Product Designer focused on creating user-centric digital solutions. Additionally, I'm a UX/UI Design Teacher and I mentor and teach aspiring designers, bridging industry experience with education.



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## WORK EXPERIENCE

### Product Designer (UX/UI)

J Marquardt E-learning

01/2022 - Present

Berlin, Germany / Remote

#### Achievements/Tasks

- Working on end-to-end experiences with a focus on user needs and business goals.
- Creating low and high fidelity wireframes, sitemaps and screen flows.
- Designing concepts for different problems, building prototypes and working on the user interface (using Figma).
- Conducting usability testing, and translating findings and feedback into product enhancements throughout the iterative design process.
- Working closely with developers to ensure correct implementation and quality.
- Advocating on behalf of the user through design thinking and utilising research findings.
- Participating in regular collaboration sessions with product teams.

### UX/UI Design Teacher

ReDi School of Digital Integration

09/2023 - Present

Berlin, Germany / Remote

#### Achievements/Tasks

- Exploring user experience design principles, methodologies, and optimal practices.
- Involving students in practical, interactive projects and activities, enabling them to apply UX principles in real-life situations.
- Offering personalised feedback and mentorship to each student, delivering constructive assessments and valuable perspectives to support their growth as UX designers.
- Curriculum Development: Design, develop, and update the curriculum for UX/UI design courses, ensuring it aligns with industry trends and standards.
- Project Guidance: Provide guidance and mentorship to students as they work on real-world UX/UI design projects, helping them apply theoretical knowledge to practical scenarios.
- Supportive Environment: Foster a positive and inclusive classroom environment that encourages creativity, collaboration, and critical thinking.



## EDUCATION

### UX Design (UI specialisation)

Career Foundry

08/2020 - 02/2021

Remote

### BA International Relations - Hons First Class Degree

Coventry University

09/2012 - 07/2016

Coventry, United Kingdom



## UX/UI SKILLS

Qualitative Research

Quantitative Research

User Research

Information Architecture

Wireframing

Prototyping

Responsive Design

User Surveys and Interviews

Usability Testing



## UX/UI TOOLS

Figma

Miro

Balsamiq

Marvel

FlowMapp



## WORK EXPERIENCE

### International Projects Officer (Contract)

ACEEU GmbH

01/2021 - 01/2022

Muenster, Germany / Remote

#### Tasks

- Managing different international multi-stakeholder projects in different stages of the lifecycle (6 projects).
- Full project life cycle ownership: planning, scope, communications, dissemination activities, resources, budget, change, risks, and issues.
- Preparing and writing project proposals: work packages, intellectual outputs, deliverables, milestones, and impact.
- Managing junior and trainee project officers, supervising and providing feedback to their work.
- Liaising with project partners, hold meetings and communicate eloquently with different stakeholders.
- Collaborating with various IT departments for the development of dissemination material and IT solutions (websites, training platforms, games, applications etc.)
- Developing and implementing different intellectual outputs (carry out interviews, create reports, surveys, prototypes and other digital tools) as part of different projects.