



I am a multi-disciplinary Product Designer with 12+ years experience in building products for web, mobile and desktop. My front-end skills also helping me to build a bridge between the design, the product team and the development to reach the ideal solution, keeping the business needs in mind. I enjoy problem solving and see product design as a science.

Professional Experiences

Product Designer at Gawker Media

Mar. 2015 - Current

As a team member of a small design team, I work closely with the product and the developer team. Creating rapid and high fidelity prototypes became my daily routine as a type of language for communicating design ideas.

Notable projects:

- **Designing a Q&A tool:** we built a live commenting system, where I was involved to shape the product concept also.
- **Designing video content:** as a part of the video team, I designed a fully featured video player, based on JWPlayer's platform. I deepened in JWPlayer's front end and built the CSS of the skin myself.
- **Redesigning the main page of the CMS:** the goal was to design an easily readable main page for Gawker Media sites. I designed a mobile and tablet version since the sites are responsive.
- **Redesigning the discussion system of the CMS:** I designed a new look for our commenting system, then helped in the implementation.
- **Designing the Kinja Icon Set:** the goal was to create a consistent icon set we can use in every case. The project had a front end part, I discovered how to use them in SVG on the web the best way. I documented the guidelines for newly created icons also.
- **Kinja News Reader iOS application:** we built a simple iOS application to read and follow Gawker Media sites. I liked to explore and research the possibilities to serve various content types on mobile.

Participating as UX/UI designer on Leanvocab

2015 - Current

Leanvocab is a simple iOS application in which you can practice your vocabulary.

The application's first version is recently released, I'm responsible for the user experience and the visual design.

Head of UX/UI design at CEMP

2008 - 2015

As a design lead, I was working closely with a four membered UX/UI team.

My role was to guide my team and collaborate with the Editorial and the Business team. I was responsible for maintaining and forming the company's design language and brand identity.

Notable projects:

- **Index.hu responsive redesign:** I had a chance to redesign the leading hungarian news site in responsive technique. We also built new tools to help the Editorial team to coverage news more quickly. I worked close through the entire design process with the Editorial, the Development and the Business team.
- **Redesigning Index.hu mobile application for iOS (2013)**
- **Professional guidance of Blog.hu UI/UX redesign**
- **Professional guidance of Dívány and Travelo UI design**
- **Designing Index2 UI/UX**
- **Index.hu mobile application UI/UX design**

Web designer at Budapest Hotel Reservation

2004 - 2008

After a year of freelancing I started to work at Budapest Hotel Reservation as the sole site builder and web designer where I the basics of front end and web design learned. We built an online booking system with recommendations.

Key Skills

- Visual Design
- Sketching
- Wireframing
- Rapid and Hi-Fi Prototyping
- HTML/CSS/SASS/LESS
- Responsive Web design
- Designing Interactive User Flows
- Creating and Maintaining Style Guides
- User & Product Research Methods
- Writing Design Documentation

Tools

- Pen and Paper
- Sketch
- Adobe Software Family
- Invision
- Framer Studio
- Github
- Keynote
- Sublime Text
- Asana
- Mindnode

Language Proficiency

- Hungarian (native)
- English (intermediate)
- German (intermediate)

Awards

- 2015: Kreatív Media design: Grand Prize
- 2015: Kreatív Media design: Silver in Web category

Professional Activities

- I'm participating as a mentor in Green Fox Academy's Web Developer Course for Beginners.
- I'm active in the hungarian designer scene, I was a juror recently in a media design contest organized by Kreatív, the leading hungarian magazine about media and advertising.
- Some of my colleagues and I at Gawker Media had a challenge, we published daily our own design works through a year. This project was for practicing, exploring several styles and techniques and just having fun.
- I was an instructor at the MOME ID UI/UX course between 2012 and 2014, first in the subject of designing news sites and online magazines, then in HTML/CSS/SASS for beginners.