

Hadas Yosef

Product Designer

Work Experience

Product designer

2022 February - Present | Israeli Navy via Energy Team

Command and Control Web App

- Working as part of a team on a complex operational system used by hundreds of Navy forces.
- Conducted user research and usability testing to ensure products meet users' needs.
- Documented design, including design system and specifications.
- Created wireframes, prototypes, and mockups to communicate design ideas to stakeholders.
- Collaborated with cross-functional teams to identify and resolve design roadblocks, ensuring that projects stayed on track and met design standards.

Product designer

2021 August - 2022 January | Avronim Ltd

- Designed flows for mobile and desktop.
- Revamped the design system to enhance cohesiveness and usability.
- Identified and rectified a sign-up process issue that hindered user completion, leading to a notable increase in sign-ups.
- Collaborated closely with developers to guarantee technical feasibility and seamless implementation of designs.

UX/UI design intern

2020 April - October | E.A.Production

- Designed and Built a responsive website on EDITOR X.
- Produced marketing materials to boost sales.

Education

UX/UI course

2019 - 2020 | Netcraft Academy

- 216 academic hours, throughout the course I studied design principals and the basics of UX - user research, personas, wireframing and prototyping.

Web course

2018 - 2019 | SHE CODES

- Basic experience with HTML, CSS, JAVASCRIPT and JQUERY.

Contact

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Tools

Figma

Sketch

Adobe xd

Photoshop

Illustrator

Languages

English - full proficiency

Hebrew - native