



LÁSZLÓ FÖLDVÁRY

SENIOR UI/UX DESIGN ARCHITECT &
VISUAL ARTIST

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ABOUT ME

Expert in complex Design Systems, HMI, and High-Performance Interfaces with over 20 years of industry experience.

As a pioneer in touchscreen ergonomics and experienced UI specialist for global market leaders like Siemens, I master the entire product design chain. My focus lies on creating scalable Design Systems (Atomic Design) and optimizing User Experience (UX) for complex SaaS and Fintech platforms.

PROFESSIONAL EXPERIENCE

Senior UI Designer & Product Researcher

2022 - Present

• Focus: AI-Augmented Design & Systems

- Development of a complex game ecosystem demonstrating Autonomous end-to-end delivery layout, from concept to deployment.
- Mastery of modern deployment via GitHub & Netlify – transitioning from no-code to genuine technical UI management.
- Details & Prototyp under: foeldvary.com/case-shadow

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CONTINUING EDUCATION

Multimedia Design

Multimedia Kolleg Innsbruck

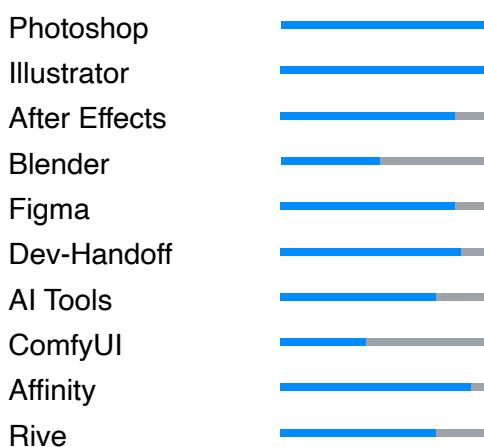
Focus: Digital Media & Interactivity

Dtp Grafik Ausbildung

BFI Salzburg

Focus: Print & Layout Technology

SKILLS



Senior UI/UX Designer | Siemens-ETM (WinCC OA)

• 2019 - 2022 🇦🇹 Eisenstadt

Responsible for UI/UX design of WinCC OA.

ACHIEVEMENTS & RESPONSIBILITIES:

- Standardization of complex Design Systems (Widget-Library) with over 270 components, reducing implementation time by approximately 40%.
- Ensuring efficient Design-to-Development Handoff in an agile Scrum environment to minimize friction in implementing complex logic.

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CLASSICAL EDUCATION

CLASSICAL ART & GRAPHICS (DIPLOMA)

ART GYMNASIUM ION VIDU, TIMISOARA

Focus: Anatomical Drawing,
Composition Theory, and Color
Theory.

1986 - 1991

VOCATIONAL SCHOOL

Vocational School Kremsmünster

1986 - 1991

LANGUAGES

German *Native Proficiency*

Hungarian *Native Language*

Englisch *Fluent in speaking*

CORE COMPETENCIES

USER-CENTERED DESIGN

DESIGN SYSTEMS (ATOMIC)

AGILE DESIGN (SCRUM)

RAPID PROTOTYPING

HMI & TOUCH ERGONOMIE

DESIGN-TO-DEV HANDOFF

PERSONAL

I am a lifelong learner with a deep passion for the evolution of technology.

In my free time, I collect and restore vintage technology: from analogue turntables to early computer systems and classic operating systems.

This enthusiasm for the "roots of digitalisation" sharpens my eye for timeless design principles and user-centred logic.

Senior UI Designer & Art Lead | Greentube (Novomatic)

• 2008 - 2018 Wien

Decisive shaping of global UI standards for market-leading casino products over a decade.

ACHIEVEMENTS & COMPETENCIES:

- Lead development of UI systems for over 50+ high-performance slot games with focus on Cross-Platform Usability (Mobile-First).
- Close collaboration with Technical Leads to optimize Asset Pipelines and UI performance.

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UI-Designer | Altova

• 2007 - 2008 Wien

- Systematic Icon Design: Creation of cross-platform desktop icon sets in multi-resolution formats (including monochrome adaptations for specific UI states).
- Web Interface Optimization: Visual maintenance and optimization of web assets for corporate presence.

UI Designer & Concept Artist | Amatic Industries

• 2003 - 2007 Regau

Focus on design research and integration of motion graphics into cohesive game worlds.

- Thematic Research: Conducting intensive cultural-historical studies (e.g., Egyptology for "Pharaoh", Norse Mythology for "Viking") to create authentic graphical worlds.

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UI Designer / Ergonomics-Pionier | Funworld AG

• 2000 - 2003 Schörfling am Attersee

- Interface Ergonomics: In-depth experience in element placement to avoid occlusion by the human hand (Hand-Occlusion-UX) – a principle that is essential in mobile apps today.

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