



# LÁSZLÓ FÖLDVÁRY

SENIOR UI/UX DESIGN ARCHITECT &  
VISUAL ARTIST

📞 0043 699 8184 1767

@ foeldvary@gmail.com

🌐 [www.foeldvary.com](http://www.foeldvary.com)

🌐 [/in/foldvary-laszlo/](https://in/foldvary-laszlo/)

## CONTINUING EDUCATION

### Multimedia Design

Multimedia Kolleg Innsbruck  
Focus: Digital Media & Interactivity

### Dtp Grafik Ausbildung

BFI Salzburg  
Focus: Print & Layout Technology

## SKILLS

Photoshop	████████████████████
Illustrator	████████████████████
After Effects	████████████████████
Blender	████████████████████
Figma	████████████████████
Dev-Handoff	████████████████████
AI Tools	████████████████████
ComfyUI	████████████████████
Affinity	████████████████████
Rive	████████████████████

## 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 leveraging AI-augmented workflows (Gemini/Claude) to deliver high-fidelity Fintech platforms with 10x velocity.

## 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/case-study-ewa](https://foeldvary.com/case-study-ewa)

[Details: foeldvary.com](https://foeldvary.com)

### 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.

[Details: foeldvary.com](https://foeldvary.com)

## 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.

[Details: foeldvary.com](#)

### 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.

[Details: foeldvary.com](#)

### 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.

[Details: foeldvary.com](#)



0043 699 8184 1767



[foeldvary@gmail.com](mailto:foeldvary@gmail.com)

