

# Hello, I'm Mark Montvai

I love creating digital products that people want to use. With both a design and technical background I specialise in product design and frontend development, combining it with an eye for detail and a lot of enthusiasm.

AUG 1990 - PRESENT

helloimmark.com / mark.montvai@gmail.com

## EXPERIENCE

### Lead UX Designer at Woov

Festival app that helped visitors and organisers get the most out of events like Mysteryland, Defqon.1 and ADE. Lead UX Designer by day, whatever was needed by night. Reached a million users and a 4.9 review score in both app stores.

OCT 2017 - DEC 2019

### UX/UI Designer / Developer at Siteworkers

Small internet agency that mostly developed for the web. I worked on UX/UI design and frontend development.

AUG 2014 - MAY 2017

### Designer / Front-end Developer for Destiny Trials Report

Side-project for the popular game "Destiny 2" that got a bit out of hand and has been used by 10 million users. I take care of everything but the backend.

AUG 2015 - PRESENT

### Freelancing as Plafhop

My one-man company making me available for freelance projects, mostly website design and development. The company culture was amazing.

JAN 2013 - DEC 2016

## EDUCATION

### Communication and Media Design at University of Applied Sciences Utrecht

Study about all aspects of design, I focused on the User Experience part. For a year I was the treasurer and member of the board for the study association.

2010 - 2014

### Computer Science at Utrecht University

Member of the Sports Committee of the study association for four years.

2007 - 2012

## HIP WORDS I'VE WORKED WITH

Sketch / Adobe Creative Suite / Abstract / InVision / Zeplin / Figma

Design Systems / User Research / Maze / Scrum / JIRA / Git

JavaScript / Angular / GraphQL / Redux / RxJS / SASS / Android SDK

## LANGUAGES

Dutch / English / Hungarian