

Hello, I'm Mark Montvai

helloimmark.com / mark.montvai@gmail.com

AUG 1990 - PRESENT

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 / Whimsical / Maze / Scrum / JIRA / Git

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

LANGUAGES

Dutch / English / Hungarian