





CV - Royi Katz

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Profile Summary

Product manager and UX designer with hands-on experience in AI-driven solutions, data analysis, and software development. Successfully led the transition of a product from concept to operational pilot, improving user adoption and engagement. Passionate about problem-solving, fast learning, and delivering impactful digital experiences.

Experience  
Professional

<b>Product Manager</b> WorksForMe	09/2023 - Present
<ul style="list-style-type: none"><li>• Led product development from concept to pilot stage, setting user adoption at 70% and improving employer-candidate engagement.</li><li>• Enhanced UX/UI design to ensure a seamless user experience for candidates and employers.</li><li>• Supported onboarding and resolved user pain points through actionable feedback, improving product adoption.</li></ul>	
<b>Private Tutor &amp; Course Creator</b> Freelance	03/2023 - Present
<ul style="list-style-type: none"><li>• Taught "Introduction to Programming in Java" to 19 students in Industrial Engineering and Information Systems Management.</li><li>• Launched an online course in November 2024.</li></ul>	
<b>Research Assistant - Data Analyst</b> Ben Gurion University	09/2023 - 05/2024
<ul style="list-style-type: none"><li>• Cleaned, organized, and analyzed large datasets using Python and Excel, ensuring data accuracy for robust research outcomes.</li></ul>	
<b>Graphic Designer</b> Golan, Goldschmidt & Co.	09/2020 - 10/2020
<ul style="list-style-type: none"><li>• Led the complete rebranding of the law firm, including logo design, business cards, stationery, and creation of a brand guide.</li></ul>	

Experience  
Voluntary

<b>Special Operations - Student Internships</b> FoodTech Nation	12/2023 - 07/2024
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Hackathons  
& Projects

<b>Global Game Jam (GGJ) 2025</b>	01/2025
<ul style="list-style-type: none"><li>• Designed and developed Kitchen Apocalypse, a 2D survival game, in 48 hours, leading a team and managing product design.</li></ul>	
<b>Neuroscience for Mental Health</b>	06/2024
<ul style="list-style-type: none"><li>• Led a multidisciplinary team in developing a biofeedback tool for mental health professionals, showcasing product ideation and teamwork under tight deadlines.</li></ul>	

Education  
& Skills

<b>B.A. in Information Systems Management</b> Ben-Gurion University of the Negev	10/2022 - Present
<ul style="list-style-type: none"><li>• <b>Current GPA: 92</b><ul style="list-style-type: none"><li>• Selected Courses: Database Design, Algorithms, Data Analysis, Business Intelligence (BI), System Design and Analysis, Marketing.</li></ul></li><li>• <b>Student Exchange Program – Brno, Czech Republic (2024):</b> Developed cross-cultural collaboration skills while exploring international markets and technological innovation.</li></ul>	
<b>Online Courses in UX</b> Interaction Design Foundation	
<ul style="list-style-type: none"><li>• Design Thinking</li><li>• Quantitative Research in UX Design</li><li>• Design in the 21st Century (by Don Norman - father of UX)</li></ul>	
<b>Skills</b>	
<ul style="list-style-type: none"><li>• <b>Programming:</b> Python, SQL, JavaScript, TypeScript, Web Scraping</li><li>• <b>UX/UI Design:</b> Figma, Wireframing, Prototyping, User Research</li><li>• <b>Project Management:</b> Agile, Scrum, Jira</li></ul>	

Experience  
Military

<b>Weapon Technician, Frontal Team</b> Shayetet 13	11/2017 - 07/2020
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Distinctions

- **2021:** Psychometrics Exam Score: 749 (97th percentile)
- **2020:** Top of the unit - 'Shayetet 13'