- <u>ux.adrianpenu@gmail.com</u>
- www.ux.adrianpenu.com
- **\(+60 12302 1691 \)**
- Remote

Skills & tools

- Applying Design Thinking
- Building websites using best practice techniques
- User research and Information Architecture
- Prototyping at different fidelity levels
- Creating and conducting user testing
- Presenting and explaining rationale behind designs to stakeholders
- Adapting to fast paced environments and meeting deadlines
- Being able to work independently and in a team
- Building teams and training new recruits
- Attention to detail
- Adobe Creative Suite
- Html
- CSS
- JavaScript
- GitHub (version control)

Education

Careerfoundry, EU

UX Design and Front-end Dev, Dec 2021- Oct 2022

Lambeth College, UK
Dental technology

Sep 2012 - May 2014

Adrian Penu

UX Designer and Front-end Developer with a background in Digital Dentistry and Computer Aided Design(CAD). Experienced in finding solutions for clients by creating and implementing detailed strategies based around their needs and business requirements. Skilled at communicating complex issues with various stakeholders and meeting deadlines.

Work experience

Product Designer, The Great Lab

Oct 2022 - present

- Creating digital experiences and solutions by combining customer insights, business analytics and design strategy
- Working cross-functionally with product manager and engineers to drive direction and vision for our product across the dental industry
- Offering recommendations for improving Saas platform usability and workflow between dental labs and surgeries
- Designing UX solution that lead to increase in sales and validate ideas through research and competitor analysis

Dental CAD technician, various labs

Oct 2012- Sep 2022

- Communicated with all members of the dental team to ensure delivery of high quality work leading to customer satisfaction
- Developed a high level of attention to detail which is required in the medical field leading to decrease in complaints
- Trained and supervised graduates to ensure they meet the standards and integrating them into a faced paced environment

Projects

UX/UI design

Fitzen, fitness app

Jan- Aug 2022

- Applied all stages of design thinking to develop a mobile app that solves user problems regarding fitness sustainability
- Conducted research to determine the business requirements and user pain points addressing them throughout the design process
- Created and moderated user tests for prototype iterations of different fidelity levels
- Adhered to Material Design principles when creating the UI ensuring accessibility, intuitive navigation and avoiding cognitive load

Work permit

Eligible to work in UK, EU and Malaysia

Front-end

www.ux.adrianpenu.com, portfolio website

Sep- Oct 2022

- Implemented principles of Html, CSS and JavaScript to build my portfolio site which enables me to showcase my work
- Used best practice techniques such as mobile-first, responsive design and progressive enhancement to create a webpage that is accessible on all devices
- Researched the latest trends in web design to attract more traffic on the site

online demo