ANDREA MOLNÁR

UX DESIGN & RESEARCH

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LANGUAGES

ENGLISH (fluent)

ITALIAN (fluent)

GERMAN (fluent)

HUNGARIAN (native)

JAPANESE (intermediate)

EDUCATION

MSC HUMAN-COMPUTER INTERACTION / UNIVERSITY OF TRENTO
09/2017 – 12/2019 (expected) / Trento, Italy

Winner of Winter School "Education as a Common Good" for project "Once upon a time..." educational card game. Current GPA: 30/30

BA MEDIA MANAGEMENT / MACROMEDIA UNIVERSITY
10/2012 – 03/2016 / Berlin, Germany

Thesis topic: "Gamification and Crowdsourcing in E-Learning: A Duolingo case study". Final GPA: 28/30

EXPERIENCE

JR. PRODUCT MARKETING MANAGER / BABBEL
03/16 – 03/17 / Berlin, Germany

Assessed product/market fit and drove research and development of new product features in collaboration with the Product Design and Analytics teams.

PRODUCT MANAGEMENT TRAINEE / CROBO
07/2014 – 06/2015 / Berlin, Germany

Collected user needs and translated them into feature specs for Crobo's in-house dashboard and campaign management application.

SKILLS & TOOLS

UX PROCESS

User research
Persona creation
Wireframing
Prototyping
Usability testing

TOOLS & CODE

Sketch
InVision
Adobe InDesign
HTML 5 & CSS
JavaScript