

# Tom Bar-Gal

Experience Design Lead & Educator



PRODUCT DESIGN EXPERIENCE

## PRINCIPAL EXPERIENCE DESIGN LEAD

### Autodesk

Mar 2023 - Present day, Tel-Aviv, Hybrid

Delivered research and design solutions within the central product team, led UX education and user-centric advocacy, and drove cross-functional initiatives in alignment tracking, and AI design process adoption. Established UX architecture for a cross-product, multi-layered AEC data-standards management solution.

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## SKILL SET & INTERESTS

Design leadership

Design education

Design operations

Product Design

Vibe coding

Data Design

UI animations

Interaction Design innovation

Wireframing & ideation

Information Architecture

Design Research

Creative coding

Data visualization

## PRODUCT DESIGNER

### Augury

Dec 2021 - Jan 2023, Haifa, Hybrid

Designed UX optimizations for IoT self-maintenance platform, improving efficiency of impact assessment and root-cause analysis processes.

### Amplio

Mar 2021 - Dec 2021, Haifa, Hybrid

Implemented user-centric processes and established a design system.

### Freelance

Jan 2021 - Apr 2021 - 4 months, Haifa

### Shutterfly INC

Jan 2017 - Jan 2021 - 4 year, Haifa

Drove UI/UX design to increase AOV + CR. Two-time Hack Day winner.

## LEADERSHIP & MANAGEMENT

## LECTURER

### University of Haifa (Formerly Wizo Haifa Academy of Design)

UX/UI and product design Feb 2020 - Present day

Introduction to interaction design Oct 2024

## COMMUNICATIONS OFFICER

2007 - 2024 (Reserve, major)

Led and managed teams of up to 8 technicians

Oversaw training, task delegation and execution

## MISC

ProdUX UX Community organizer  
Mentorship to former students

