Ildikó Tóth
Interaction Designer

https://imildi.com

I am a self-driven, strategically smart and detail-oriented designer and leader in Portland, OR. I live and breathe user-centered interaction design and thrive on collaboration to positively transform how users interact with the world around them.

CONTACT

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SKILLS

VISUAL
Adobe(Ps, Il, Id, Xd)
Axure
Balsamiq
Figma
InVision
Sketch

RESEARCH
Card Sort
Heuristic Analysis
Survey Design
Usability Testing

DEVELOPMENT
HTML / CSS
JavaScript / jQuery
Zeplin
Jira / Confluence

PRESENTATION
Camtasia
Draw.io
iMovie
Miro

PERSONAL

Certified Agile Product Owner
Fluent in French and Hungarian
Airbnb Host and Business Owner
Member of Mazamas Mountaineering Club

EXPERIENCE

DAT Solutions - Interaction Designer
March 2019 - April 2020

Co-led a redesign to unify a fragmented customer experience. Led discovery and brainstorming activities to create and evolve initial vision.

Contributed to building a new design system based on material.io and new branding guidelines.

Embedded within an engineering scrum team, worked to use beta-users' feedback to improve designs and adjust them for edge cases and errors.

Wrote survey questions for initial requirements and collaborated with product managers, engineers, and UX researcher to test and iterate.

Managed contract designers' workstream, including establishing review processes and a two-week sprint cadence.

Code for Portland - UX Design Lead
Oct 2018 - May 2019

Created a tool to give infectious disease experts a better way to monitor social media for signs of a breakout. Led a team to address pain points using data collected from surveys, interviews, and workshops.

Bloc.io - UX Design Apprentice
Sept 2017 - Oct 2018

Imagined and designed a mobile parking & navigation app that relays street parking availability. Conducted market assessment and generative research, prioritizing features. Iterated from wireframes to high-fidelity mockups using results from multiple rounds of remote and in-person usability tests.

Intel - Business Analyst + Product Owner
Jul 2015 - Jan 2017

Developed storyboards, a system blueprint, and user flows for cross-functional groups and design agencies. Resulting changes to the sign-up process improved data entry and reduced exit rates.

EDUCATION

Stanford University & Portland State University *2012 - 2014*
HCI & Computer Science Courses GPA: 3.8/4

Syracuse University *2006 - 2010*
BA Graphic Design + Math. Minor in IT GPA: 3.93/4