Ildikó Tóth
Interaction Designer

https://imildi.com

I am a self-driven, strategic, and detail-oriented interaction designer 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

imildih@gmail.com

703.597.8004

linkedin.com/in/ildikototh

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 brainstorming activities to create and evolve initial vision.

Collaborated with product managers, engineers, and a UX researcher to discover requirements, prototype, test and iterate.

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

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

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