

# 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

Material.io

### 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

Led brainstorming activities with product and engineering to create and evolve a new product vision in line with our business strategy.

Collaborated with cross-functional teams to discover requirements and challenge assumptions. Iterated through sketches, wireframes, prototypes, testing early and often.

Embedded within an engineering scrum team, using beta-user feedback to improve designs and adjust them for edge cases and errors.

Managed design sprints and review processes with contract designers.

Technologies: Jira, Confluence, Miro, Figma, Sketch, Axure RP, InVision

### 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.

### Intel - Business Analyst + Product Owner

July 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.

### Intel - Automation Software Engineer

July 2011 - June 2015

Supported process changes to semiconductor manufacturing R&D via automated material delivery. Conducted user interviews, designed, tested, and developed automation behavior through rapid iteration.

## EDUCATION

Bloc.io UX Design Apprenticeship 2017-2018

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

