

PERSONAL STATEMENT

Detail-oriented and innovative UI/UX Graphic Designer and data analyst with a bachelor’s degree in computer science and 5 years of experience in diverse companies. Proficient in Figma, strong analytical/problem-solving skills, and able to work independently or as part of a team.

EDUCATION

Postgraduate Degree in Business Analytics	Cambrian College	Sudbury, Ontario. (10/ 2023)
Relevant coursework: Programming for Analytics, Data Collection and Ethics, Structured Data Management, Statistics for Data Analytics, Enterprise Analytics, Connected Data		
B.Sc. Computer Science	University of Debrecen	Debrecen, Hungary. (07/2020)
Relevant coursework: Programming languages, Operating systems, Data Structures, and Algorithms, Web application development, Computer security, Applied mathematics.		

EXPERIENCE

UI/UX Designer	Leadflex, Toronto, ON	(2/2024 – 12/2024)
<ul style="list-style-type: none">Designed a high fidelity interactive prototype for the eCommerce mobile application and collaborated with the UI/UX team on building iterations of the MVPCollaborated with the digital product manager and the engineering team to create 10+ design assets (wireframes and mock-ups) for the existing web application using Figma and Adobe Creative Cloud.Worked with the Lead Designer to create a strategy for implementing design systemCreated and maintained technical documentation related to UI/UX design, including design specifications, style guides, and design system documentation.Attended dev scrum calls to facilitate understanding of tech needs and iterate designs.Provide technical guidance and support during the development phase to ensure designs are accurately translated into the final product.		
Customer Success Rep	Extend Communications, Toronto, ON	(8/2023 – 11/2023)
<ul style="list-style-type: none">Guide new customers through the onboarding process, ensuring a smooth transition and understanding of the product or service.Built strong customer relationships with 100+ customers within my portfolio by employing a structured process for understanding their needs, goals, and challenges.Act as the main point of contact between the customer and the company.Communicate regularly with customers through various channels (email, phone, video calls) to provide updates, share best practices, and gather feedback.		

- Assist UI/UX designers in creating and refining design assets, such as wireframes, mock-ups, and prototypes.
- Use design tools and software to contribute to developing the user interface based on design specifications.
- Create and maintain technical documentation related to UI/UX design, including design specifications, style guides, and design system documentation.
- Ensure that technical documentation is accurate, up-to-date, and accessible to the design and development teams.
- Work closely with front-end developers to facilitate the implementation of UI designs.
- Provide technical guidance and support during the development phase to ensure designs are accurately translated into the final product.

Game UI/UX Researcher**Exit The Room, Budapest, Hungary****(10/2021 - 4/2022)**

- Conduct user research to understand the target audience, their preferences, and behaviors.
- Gather feedback through surveys, interviews, and playtesting sessions to identify user needs and pain points.
- Design and iterate on the game's user interface, including menus, HUD elements, buttons, and interactive components.
- Create wireframes and prototypes to visualize and test disorient interface layouts and interactions.
- Collaborate with game designers and developers to implement and refine UI elements based on feedback.
- Ensure a consistent UI/UX experience across disorient gaming platforms, such as PC, console, and mobile devices.
- Act as a bridge between player feedback and the development team, providing insights and recommendations for UI/UX enhancements.

PROJECTS (Personal website: www.penieloputa.com)

Game Using JavaFX: I designed a game like the game Connect 4, which is designed with a 6x7 board with colored stones. Players move in turns, choosing empty cells and placing their stones. The game ends when three stones of the same color are present in a row, column, or diagonal.

Software that teaches data structure and algorithm: For my Thesis, I developed Teaching Software using Microsoft PowerPoint, featuring tutorials on algorithms, pseudocodes, searching and sorting techniques, examples, illustrations, and tests for practice and understanding.

SKILLS

IT Skills: Adobe Creative Suite (Photoshop, Illustrator, Aftereffect, InDesign), Sketch, Figma, Canva, R, Java, Power BI, Python, SQL, Object Oriented Programming, HTML/CSS, Microsoft, User research