

PERSONAL STATEMENT

Detail-oriented and innovative UI/UX graphic designer and data analyst with a bachelor's degree in computer science and five 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 (GPA: 3.44)	Cambrian College	Sudbury, Ontario. Class of 2023
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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. Class of 2020
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Relevant coursework: Programming languages, Operating systems, Data Structures, and Algorithms, Web application development, Computer security, Applied mathematics.

EXPERIENCE

Customer Success Rep	Extend Communications, Toronto, ON	(8/2023 – 11/2023)
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- Guide new customers through the onboarding process, ensuring a smooth transition and understanding of the product or service.
- Build strong customer relationships by 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.

UI/UX Designer	CEU, Budapest, Hungary	(5/2022 – 12/2022)
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- Assist UI/UX designers in creating and refining design assets, such as wireframes, mockups, 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)
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- 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 different 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 different 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 similar to 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, InDesign), Sketch, Figma, R, Java, Power BI, Python, SQL, Object Oriented Programming, HTML/CSS, Microsoft Office, User research