

## ABOUT ME

I believe what is important is being better than yesterday and never leave your tasks for tomorrow. Attention to detail is a must and beautiful design should be not only nice but intuitive and easy to use.

## RECOGNITIONS

 **Cannes Young Lions**  
Second place

 **ODK Photography**  
Third place

## FEATURED IN

Behance, Tappawards, Two Fold Magazine, Really Good E-mails,

## SPEAKER IN

Apps World London 2016

## TOOLS

SketchApp  
Adobe Photoshop  
Adobe Illustrator  
MarvelApp / InVision  
Zeplin  
HTML  
CSS  
OmniGraffle  
Adobe After Effects  
Maxon Cinema 4D  
Adobe Indesign  
FontLab  
MS Office

## KNOWLEDGE

UI/UX Design, Grid & Layout, Prototyping, Sketching, Good sense for typography, Coding, Debugging, Image editing, 3D and animation, Google Analytics, Advertising & Campaigns, Social Media

## WORK EXPERIENCE

- **Senior Product/UX Designer at AirPortr**

London, United Kingdom

January 2017 - Present

Working at AirPortr is a great challenge as it's an entirely new service. That means everything needs to be approached in a slightly different way. I'm responsible for the experience and the look and feel of AirPortr across all customer facing verticals, including the booking flow, the website and the customer dashboard. The day to day work includes conducting user tests, analyzing data to understand user behavior and using the collected information to improve and unify the product. I'm deeply involved in creating user journeys, prototypes, low and high fidelity wireframes as well as contributing to the UI, the iconography and the overall look of AirPortr.

- **Senior Product/UX Designer at Grabyo - Real-Time Video Sharing Platform**

London, United Kingdom

November 2014 - December 2016

As a Senior Product Designer at Grabyo I was responsible for the experience and the look and feel of the Grabyo web platform as well as the native iOS and Android mobile apps. The day to day work included conducting user tests, analyzing data to understand user behavior and using the collected information to improve the product across the different operating systems. I was involved in creating prototypes, user journeys, low and high fidelity wireframes as well as the UI, making sure we create reusable patterns which can be reused across the product.

- **Senior UX/UI Designer at Digital-Labs - UX Agency**

London, United Kingdom

April 2014 - November 2014

At Digital-Labs I was responsible for couple of clients including Comparethemarket, LesFurets, FarmersGuardian, BeagleStreet and more. The main focus there was creating responsive websites and user journeys and improve the customer experience and drive more sales. The work involved frequent traveling to Paris, Peterborough and other clients across London to consult and work on site with the client, conduct user tests and translate them to meaningful wireframes that would improve the UX. I was also involved in the UI and presenting ideas and iterations to clients. I used to manage one more Junior Designer who was involved in the project and reporting to the Lead

- **UX/UI Designer at William Hill - Gambling Company**

Gibraltar, United Kingdom

July 2013 - March 2014

I used to work for William Hill with one more UX Designer, reporting to the Head of UX and working with all the product owners to improve their products. We were responsible for the mobile website as well as all the native apps for iOS and Android. The day to day work often involved communicating with the offices in London and Tel Aviv, making sure requirements were met and everyone involved was up to date with the product development. I was involved in conducting user tests, creating user journeys, wireframes, and the UI across the different products (Sportsbook, Casino,


- **Senior Graphic Designer at Ogilvy & Mather - Advertising Agency**


Sofia, Bulgaria

April 2010 - July 2013

At Ogilvy & Mather I used to do quite a big range of work mainly Advertising (ATL, TTL, BTL) which included brainstorming, pitching and creating smart and beautiful print, PR and online materials. The online activations included creating different Facebook apps and web banners to promote a product, service or an event. I also worked on couple of android games for Samsung, where my passion for mobile and UX came from. I worked among twenty other designers and reporting to the Creative Director. At that position I was lucky be part of a team that won Several Effie Awards, the regional FARA awards for advertising agency of the year as well as the Cannes Young Lions award where I won the second place.

## LANGUAGES

 **Hungarian**  
Mother tongue

 **English**  
Advanced level

 **Bulgarian**  
Fluent

## HOBBIES



CYCLING



MOVIES



PHOTOGRAPHY



CALLIGRAPHY



MUSIC



TRAVELLING

- **Graphic Designer at Gossip Studio**

Sofia, Bulgaria  
January 2010 - March 2012

That was a small studio that we used to run with two friends. We were doing different small and big events where I supported the design and the creative part. The events were ranging from opening a new airport to different Weddings etc. It was a part time job which was a lot of fun.

- **Graphic Designer at Essence Marketing - Advertising Agency**

Sofia, Bulgaria  
January 2009 - March 2010

Essence Marketing was my first part-time job, so I was still going to university at that point. I used to work with clients like Renault and Nissan on different outdoor and print advertising. The work involved brainstorming, client meetings as well as many some workshops organized by the company.

- **Junior Graphic Designer at Context Ltd. - Publishing Company**

Plovdiv, Bulgaria  
June 2008 - September 2008

That was my first summer job before I started university. For three months I managed to learn a lot of different techniques as well as couple of new tools. I was working on different print materials, mainly branding and couple of regional magazines.

## EDUCATION

- **BA in Visual Arts and Graphic Design at New Bulgarian University**

Sofia, Bulgaria  
September 2008 - July 2012

The modules included in the program were Graphic Design, History of Arts, Painting and Sketching, Color Knowledge, Layout, Typography, Calligraphy, Photography, Design Tools (Photoshop, Illustrator etc.), Computer Knowledge, Basic Coding (Pascal), Computer Hardware and many more.

- **Photography Courses at ODK**

Plovdiv, Bulgaria  
September 2006 - May 2008

The courses included different practical and theoretical learning. They consisted of studio photo shoots, outdoor photography, shooting with a wide range of film and DSLR cameras as well as photographic processing using different chemicals. The theory included light knowledge, cropping and layout.



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