

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 across diverse companies. Proficient in Figma, possessing strong analytical and problem-solving skills, and capable of working independently or collaboratively as part of a team.

EXPERIENCE

UI/UX Designer *Leadflex, Toronto, ON* (11/2023 – 12/2024)

- Designed a high fidelity interactive prototype for the eCommerce mobile application and collaborated with the UI/UX team on building iterations of the MVP
- Collaborated 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 system
- Created 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)

- Guided 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.
- Acted as the main point of contact between the customer and the company.
- Communicated regularly with customers through various channels (email, phone, video calls) to provide updates, share best practices, and gather feedback.

UI/UX Designer *Central European University, Budapest, Hungary* (8/2020 – 11/2022)

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

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.

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