Magda Kovács.

portfolio.

email.

0611450029

Diemen, Netherlands
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skills.

- Wireframing
- Prototyping
- Design Systems
- Typography
- Accessible Design
- Mobile-first Design
- Responsive Design
- Usability Testing
- HTML · CSS · JavaScript
  . . . .
- Collaboration
- Problem Solving
- Empathy
- Time Management
- Adaptability
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- Figma
- Sketch
- Whimsical
- Marvel
- Zeplin
- Usertesting.com
- Storybook
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summary.

- **Product designer with 5+ years of experience**, specialising in visually engaging, functional digital solutions with a strong foundation in front-end development.

- **Skilled in responsive and mobile-first design,** crafting intuitive, scalable solutions for B2B and B2C platforms while tackling complex challenges **with design systems.**

- **Driven by systems thinking and cross-functional collaboration**, ensuring seamless user experiences that align with business objectives and elevate product value.
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experience.

Career break, Mental Health and Professional Development
January 2024 - Present

I took a purposeful career break to focus on improving my well-being, gaining new skills, and reflecting on my professional and personal growth.

- Committed to continuous growth through the Google/Coursera UX Certificate and Interaction Design Foundation courses while engaging in coaching sessions to reflect, identify strengths, and develop a growth mindset for the next phase of my career.
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Product Designer, Wonderkind, Amsterdam
November 2022 - January 2024

Wonderkind developed innovative B2B technology that automates job ad creation and targeting on social media, using AI to efficiently reach ideal candidates through personalised campaigns.

- Led the creation and integration of a Figma component library into a Storybook-based design system, which enhanced design consistency, streamlined workflows, and improved cross-team collaboration, resulting in cost efficiency and a faster development process.

- Improved key processes, such as campaign creation and asset management flows by leveraging user feedback, resulting in a more efficient and user-friendly experience.
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Product Designer, Begame Group, Amsterdam
August 2019 - January 2022

Begame Group is a game development and management company specialising in online gaming experiences.

- Collaborated with engineering and product management teams to guide the product lifecycle from concept to launch, delivering wireframes, user flows, high-fidelity designs.

- Introduced rapid prototyping and conducted usability tests using Usertesting.com to improve product agility and drive continuous improvement.

- I lead the creation and maintained a shared component library, ensuring design consistency and improving workflow efficiency.
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UX/UI Designer, fashionTrade, Amsterdam

September 2017 - August 2019

FashionTrade aimed to digitalise the paper-based fashion wholesale trade, making it easier for brands and retailers to manage orders, inventory, and reorders.

· Developed prototypes to test assumptions and gather insights, ensuring alignment with user expectations and industry standards.

· Collaborated with development and sales teams in an iterative process to optimise user flows and deliver tailored UI solutions for the fashion wholesale market, leveraging usability testing and stakeholder feedback.

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Visual Designer, Syndy, Amstelveen

February 2016 - August 2017

Syndy is focused on providing innovative B2B solutions for the retail sector, specialising in creating tools and resources that enhance product visibility and streamline the wholesale trade process.

· Designed engaging marketing materials—including landing pages, brochures, and infographics—that boosted user engagement and supported Syndy's initiatives.

· Collaborated cross-functionally to create cohesive, brand-aligned designs, ensuring a consistent presence across all channels.

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Digital and Print Designer, webfromance, Budapest

April 2014 - May 2015

Webforamnce specialises in online marketing and web development, focusing on creating and optimising e-commerce solutions for businesses.

· Collaborated with tech and marketing teams to design visual assets for print and digital channels, including landing pages, online shops, and applications.

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education.

Interaction Design Foundation

2024 - Present

· AI for Designers

· Accessibility: How to Design for All

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Google UX Design Professional Certificate, Google/Coursera

2024

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Front-end Developer Bootcamp, Codecool

June 2022

HTML, CSS, JavaScript, React, Git, NodeJS, ExpressJS

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Bachelor of Arts in Digital Design, EKE, Eger, Hungary

 June 2011

Typography, Color theory, Desktop Publishing, Adobe Creative Suite

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