

HILIT EGOZI KONIARSKI

Senior Product, UI/UX Designer | 054.6160662



My Portfolio

<https://www.egozit.com/>

ClickTale

Dec. 2017 - Present

● Senior UI/UX Product Designer

Responsible for all project aspects with a thorough understanding of the business environment and user needs:

- Create a new design language for the entire Clicktale Experience Cloud including a design system and style guide.
- Follow an iterative design process from low-fidelity ideation and sketches to high-fidelity pixel-perfect UI
- Work closely with UX designers, developers, PMs and QA to understand technical feasibility, and ensure designs are understood and implemented correctly
- Mentor other designers
- Own the discovery and information-gathering for features before jumping into design
- Solve problems creatively in an agile and lean product environment
- Participated in usability tests

CodeValue

Dec. 2012 - Dec. 2017

● UI/UX Design Lead

Managing a team of 5 designers, while remaining hands-on.

I started as a single designer and during my 5 years, I recruited and mentored my team.

UX Consultant for a wide range of customers, both enterprise and start-ups, in long and short term projects, in a large variety of domains and platforms: desktop, web and mobile.

Studio egozi

Dec. 2000- Dec. 2012

● Owner. UI Visual Designer

Walla!

2000-2002

● Project Manager

Israir Airlines

1998-2000

● Chief Flight Attendant

Education

HIT Holon, B.A - Mass Communication

I'm a self learner - and I'm proud of it.

I've learned everything I know by myself, hour by hour pixel by pixel.
and I keep learning. everyday

Achievements

My biggest achievement in **ClickTale** was the UI face lifting process.

When I joined the company the product Look&Feel was very inconsistent, was not responsive and was outdated.

I did a complete makeover to the Look&Feel and created a design system for it from scratch.

I worked closely with the developers making sure they understand the style guide and re-use components.

During my time in **Code value**, I recruited and mentored junior designers, helping them realize their potential

Tools

Skecth

Invision

Illustrator

Photoshop

Languages

Herew

English