



Bondaş Daniel

UX/UI Designer

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Oradea, Romania

Work experience

Lenovo / UX/UI designer

JULY 2022 - PRESENT, ORADEA, ROMANIA

My responsibilities are to provide prototypes for the stakeholders based on the UX architect's vision of the app, help the UX research team with high-fidelity prototypes, assist the development team with designs, and create/maintain a design system based on Angular MUI.

Flipsnack / Lead UX/UI designer

JUNE 2020 - JULY 2022, ORADEA, ROMANIA

Currently, I lead a team to build prototypes for new features and reworks that are made to Flipsnack according to a guideline and internal style. I create hypotheses for features that we receive from the UX research team, build low, medium, and high fidelity prototypes, and conduct design review sessions with stakeholders. I collaborate closely with product managers, developers, research, and the marketing team. I started as UX/UI designer and I lead the brand unification project, wrote processes for the UX/UI design team, integrated Figma as the main app for the UX team, and build design systems based on bootstrap and MUI work frames.

Agency Boon / Lead UX/UI designer

OCTOBER 2013 - JUNE 2020, BUCHAREST, ROMANIA

I lead the design team for a start-up company that I joined from building the first projects, to writing processes, implementing tools, creating assets, creating visual branding design, and many more. After a while, I started to create a system to build a much faster website and marketing design for clients and everything was to accelerate the work and keep the quality there. I started as a Front-end designer, building websites from A to Z in WordPress, Squarespace, and Wix.

11 Digits / Visual Designer

MAY 2012 - OCTOBER 2013, ORADEA, ROMANIA

We were building websites and visual branding for local companies using WordPress themes and adding some personality to them by offering them a unique visual identity. I was their first designer and I was doing everything from marketing to designs, consulting with developers, UX research, and testing projects.

Education

Architecture / Univ. Oradea

2007 - 2013, ORADEA

I was doing UI design for my brothers in photoshop since highschool. The offer was limited at that time in this area, so I choose something that will fit my objectives, and have similarities with its domain: a structure and then on it to be creative. Architecture helps me understand better human behavior, how to debrief issues, find clues and create solutions.

Languages / LTBE Oradea

2003 - 2007, ORADEA

I studied English as the main language and French as a secondary and it was built around our native language.

Skills

INTERACTIONS

User Research, Wireframing, Prototyping, User Testing

VISUAL

Sketching, Video editing, Drawing, Photography, Vectors

SOFTWARE

Creative Suite, Figma, Sketch, Visual Studio

CODING

HTML & CSS, Java Script, React, Angular, NodeJS

Hobbies

NGO'S

I create design graphics for various organizations pro-bono.

INVESTING IN ENERGY

I believe in EVs and new ways to create and consume energy.