Donat Bali Papp

Product Designer

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Product Designer committed to make the world easier to use and more beautiful to the eyes, focusing on interactive experiences and mobile apps. Passionate about creating enjoyable, usable digital products by applying design thinking, people-focused approach, prototyping skills and usability principles. I thrive on problem solving through collaborative work, as part of a creative team. I am excited and animated by design language systems and visual perfection. My approach to design is driven by endless curiosity and a desire for continuous learning. I believe that failure is the most powerful motivational tool I have, as it always helps me to improve and become better at what I do.

Work

2017/02 - PRESENT
Product Designer @ Shazam
I am currently working as a multi-platform Product Designer at Shazam. Designing for over 140 million active users on a daily basis. Working in the product team I predominantly own the iOS side of design, however, I also work across Android and watchOS. I am overseeing and contributing to a lot of design changes and product implementations during my everyday work.

- Leading the redesign of the track page
- Leading the design of in-app purchases
- Leading the redesign of Shazam for watchOS
- Designing music related AR experiences
- Reporting directly to the CPO
- Data-driven design
- Collaborating with developers and product managers
- Holding in-house prototyping workshops

2016/05 - 2016/12
Product Designer @ Neyber
I have been working as a Product Designer at Neyber, an award-winning financial technology startup enabling employers to offer loans and affordable borrowing. The company raised £130 million in funding.

- Primary focus on the web experience
- Designed user interfaces for multiple devices
- Built a design system using atomic design methodology
- Collaborated with developers and product strategists
- Designed user journeys, maps, scenarios, process flows
- Interviewed applicants for junior designer positions

2015/09 - 2016/05
UI/UX Designer @ ClipDis
I have been working as the sole UI/UX Designer at ClipDis, a multi-platform audiovisual messaging app that transformed simple text messages into video mashups. The product was used by more than 2,3 million people. ClipDis was chosen by Facebook to be a tier 1 partner for Messenger relaunch at the F8 Developer Conference.

- Designed user interfaces for a complex video editing web app
- Owned all design for iOS and Android
- Built low and high-fidelity, interactive prototypes
- Crafted wireframes, user journeys and process flows
- Presented ideas on a regular basis
- Worked alongside developers

2015/06 - 2015/09
UI/UX Designer @ Innostart
I have been working as a UI/UX Designer at Innostart, an agency offering design and development services.
My most prominent clients were: Disney Research, Garmin, Centre for Budapest Transport.

- Designed responsive layouts and experiences for cross device systems
- Designed user interfaces for mobile apps (iOS & Android)
- Built wireframes and prototypes for mobile and web interfaces
- Worked alongside developers and product owners
- Met tight deadlines in a fast-paced environment

2014/12 - 2015/03
Graphic Designer @ Puli Space Technologies
Puli Space Technologies is developing new techniques to routinely send spacecraft to the Moon as part of Google Lunar XPRIZE. I have advised usability and accessibility methods for Puli's social campaign and website.

2013/01 - 2014/02
Volunteering Design Lead @ AIESEC
AIESEC is a global student organization operating in more than 100 countries. I have led an international team of 3 members working on branding and communication for offline and online channels.

Skills

Expertise	UX Design, UI Design, Interaction Design, Wireframes, Prototypes, Product Strategy
Toolkit	Sketch, Photoshop, Principle, Illustrator, FramerJS, InVision, Marvel, Axure, Zeplin, HTML, CSS
Languages	English, German, Hungarian

Education

2012/09 - 2016/02
Business Information Technologist BSc @ Corvinus University of Budapest
Thesis on "The Significance of Mobile UI/UX in Diabetes Care".
Main modules of studies: Database Systems, Web Development and Data Mining among others.

2015/02 - 2015/06
Interaction Designer Course @ Moholy-Nagy University of Arts & Design Budapest
Designed UI/UX in a self-owned mobile healthcare project at an IxD course.
Fields covered: User Research, Wireframes, Prototypes, User Testing, Interaction Design and Visual Design.

2010/09 - 2012/06
Mechatronic Engineer BSc @ Budapest University of Technology
Studied Mechanical Engineering, Robotic Systems and Software Development.

Studied **Human-Computer Interaction**, **Social Psychology** and **Gamification** online

Hobbies

I love spending my time with any form of creation. Some of my favourite things include writing, nature hiking and cooking. I am an enthusiastic fan of English football and dogs in general. I also have a strong addiction to coffee.

Read some of my thoughts on **medium.com/@donatbalipapp**