

## EXPERIENCE

### Tactile Games

Product Designer

- Owning the **end-to-end design of a LiveOps dashboard** used by game release managers to control 100+ in-game parameters in real time, improving operational efficiency and reducing engineering dependency
- Running weekly design reviews with the CTO and senior stakeholders to **align product decisions** with **business** and **technical strategy**
- Leading research and cross-functional workshops to translate customer needs into **scalable solutions**

APR 2024-PRESENT

### Google

UX Engineer, Design Lens

- Drove prototyping strategy across the Travel UX org (Maps, Search, YouTube), delivering **15+ high-fidelity, live-data prototypes** that directly informed product decisions for features used by **5M+ users**
- Built and maintained an **internal UI component library** with Google Maps integrations, **cutting prototyping time by 30%** across multiple verticals
- Acted as a **force multiplier for cross-team collaboration**, supporting research at scale and enabling faster, more confident decision-making
- Awarded **7 peer bonuses** for consistently going above and beyond

AUG 2022-JAN 2024

### Family

UX/UI Designer

- Shaped a **Design System** for a mature product, leading to 35% code reduction and significantly faster delivery times
- Advocated for **atomic design** practices, bringing cohesion to 20+ product modules across the platform
- Led **user interviews** and **usability testing** to surface high-impact usability issues and inform product fix prioritization

MAY 2022-JUL 2022

### A.P. Moller - Maersk

Frontend Engineer

- Worked on Maersk Spot, an online cargo booking platform used by thousands of customers across the globe, and the Logistics Hub, an AI-powered supply chain dashboard
- Involved in the **design community** and active contributor to the **shared components library** which promoted code reusability and was used across multiple projects
- Delivered a **tech talk** on data visualization in the browser

SEP 2019-SEP 2021

## EDUCATION

### Technical University of Denmark, Copenhagen

MSc in Digital Media Engineering

2017-2019

### Technical University of Cluj-Napoca, Romania

BSc in Computer Science

2013-2017

## SKILLS

### Design Tools

Figma, Framer, Webflow, Adobe Creative Cloud, AI

### Frontend Development

JavaScript (ES6+), TypeScript, React/Vue, CSS (Sass, Tailwind)

### Design Skills

System Design, Design Systems, Information Architecture, Interaction Design, Prototyping, Research Synthesis, Usability Testing

## ACHIEVEMENTS

🌟 Received 7 peer bonuses at Google for impact-driven design contributions

🗣️ Delivered a tech talk at Maersk on building data visualizations using D3.js

📦 Shipped experiences that have reached millions of users across Google's ecosystem

## LINKS

[Portfolio](#)

[LinkedIn](#)