

Ofir Ohayon

UX\UI Designer

✉ ofir1ohayon@gmail.com

☎ 054-5627337

🌐 [Portfolio](#)

🌐 [Linkedin](#)

Be [Behance](#)

Software

Figma

Adobe Photoshop

Adobe Illustrator

Wordpress + Elementor

Skills

Problem-Solving

Fast Learner

Excellent multy-tasking ability

Ability to work in team

Ability to work under pressure

Languages

Hebrew

English

Summary

Creative thinking and problem solving are my bread and butter. A team player with the ability to self-motivate and learn.

Professional Experience

Jan 24 - Nov 24 - Netrise (UX\UI Designer & Project Manager)

- Designing and developing digital products aligned with business goals and user needs.
- Defining project scope, requirements, and timelines in collaboration with clients.
- Conducting user research to guide and refine design decisions,creating wireframes, prototypes, and high-quality designs using Figma and Adobe Suite.
- Collaborating with developers to ensure quality, and Staying updated on the latest UX/UI trends and innovations.
- As a Project Manager, I led the design and development of digital products from concept to launch, ensuring alignment with business goals and user needs. I created detailed work plans with project phases, milestones, and deadlines, adapting to changes using structured workflows and tools like Trello and Monday to track progress and improve communication. Additionally, collaborated closely with developers and multidisciplinary teams to maintain quality and meet deadlines.

Jan 23 - Present - Minerva XR (UX\UI Designer), voluntarily

- As a designer at a VR and simulation company that bridges the virtual and physical worlds, I specialized in creating immersive interfaces that enable users to explore, simulate, and interact with realistic environments and scenarios. My work focused on enhancing interactivity and usability, delivering cutting-edge solutions across various domains, including medical and enterprise applications.
- Designed and developed interfaces for VR simulations, ensuring an intuitive and engaging user experience in realistic virtual environments. Innovated interaction design strategies, focusing on intuitive navigation and interaction patterns within both 2D and 3D interfaces.
- Built and updated an application for medical devices, starting from initial concepts and mockups to a fully realized design, simplifying complex user workflows. Created interactive mockups to test and refine functionality, ensuring seamless usability and user-centered design.
- Collaborated closely with cross-functional teams to align design objectives with business goals and technical constraints.

Education

Netcraft Academy - 07-2021 - 08-2022 | Diploma : UX \ UI Design

I acquired tools for cognitive processes, user understanding, information architecture, user research and surveys, visual language, responsive and adaptive design, and conveying a message through design.