

NOYA DOLEV

UX/UI DESIGNER

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EDUCATION

University of Washington | Seattle, Washington
BDes Interaction Design | Class of 2020
GPA 3.51 | Dean's List

SKILLS/TOOLS

Design Prototype

UX/UI design, product design, web design, mobile app design, Sketch, Figma, Adobe Creative Suite, InVision, Principle, ProtoPie

Design Research

User research, user personas, user journey map, user flow, storyboarding, wireframing, usability testing, A/B testing, EnjoyHQ

Data Analytics

Google Analytics, Google Optimize, Visual Website Optimizer

Programming

HTML5, CSS, JavaScript

Languages

English, Hebrew

EXPERIENCE

eProductivity Software (EPS) | Remote
UX Designer | November 2021 – Present

Modernize the overall UX/UI design of core EPS product suite to create a cohesive experience across products. Create a Sketch library of new and reusable UX components used across suite. Work closely with cross-functional teams located around the world to collaborate on numerous products in parallel. Lead and initiate a new persona-based user research process to gather feedback directly from real users and iterate on design workflows.

Jewish Day School | Bellevue, Washington
Designer | October 2020 – November 2021

Collaborated with Director of Development on designing the school's Annual Report using Adobe InDesign to present the school's mission and successes. Partnered with teachers and designed informational slides using Figma to be used during school events to showcase students' learning and growth.

Kernel Labs | Seattle, Washington
UX Design Intern | June 2019 – September 2019

Designed and developed an affiliate marketing website on Wix to showcase a new online shopping experience as sole designer on the team. Implemented new volumetric image technology on website alongside a team of engineers. Improved website's conversion rates through A/B testing using Google Analytics and Google Optimizer.

San Interactive | Tel-Aviv, Israel
UX/UI Design Intern | June 2018 – August 2018

Designed high fidelity prototypes of interactive websites/mobile designs using InVision. Adapted to foreign work culture and independent startup work environment. Conducted usability testing to draw insights from users and make user-centric design decisions that would best benefit the company's business model.

AWARDS

HCI Capstone Course | University of Washington
Best Overall Design & Implementation | June 2019

Partnered with software engineering students to develop two physical music installations to reconnect the computer science community at the University of Washington.

Impact Innovation Challenge | University of Washington
2nd Place | May 2019

Developed a prototyped website with software engineers to address the homelessness issue faced by the Seattle community.