

CV



MÁTÉ CZINER

PERSONAL INFORMATION

25. September 1983, Budapest
Hungarian

CONTACT

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PORTFOLIO

www.matecziner.com

WORK

- 2015- present **Mito agency**
User experience and interface design on multiple platforms, chiefly mobile and web. Creation of software requirement specifications with clients and partners.
- 2011-2015 **Appsters**
User experience and interface design on multiple platforms, chiefly mobile and web. Creation of software requirement specifications with clients and partners.
- 2007-2011 **4DROPS Solutions**
Corporate identity, desktop publishing, web design, and Flash AS3 based site, banner, and game development. Shareholder.
- 2007 **Freelancer**
Varied, mainly corporate identity and desktop publishing
- 2004-2006 **Inventmedia Group**
art and layout editor of Pulzus, a magazine targeted at pharmaceutical workers and health specialist.

EDUCATION

- 2006-2012 **MA in graphic design**
Moholy-Nagy University of Art and Design Budapest
- 2010 **ERASMUS programme**
Khim PHL, MDA Faculty C-md
- 2003-2006 **Graphic arts OKJ 52 1811 02**
School of Arts Óbuda (vocational school)

SKILLS

- language Hungarian, English
- design UX, UI, user testing, DTP
- development Unity, C#, Processing, Flash AS3
- software Axure, Sketch, Adobe creative suite, Unity 3D, Blender
- hobbies boardgames, indie game development, indoors gardening

ACHIEVEMENTS

- 2017 Released Totemori on Steam
- 2014 Participated in Transformat@LAB 2014 (international transmedia workshop)
- 2013 1st place with Krisztina Szúcs at OECD 'Economic Returns on Education' data visualization challenge
- 2012 Graduated with excellence (Bonsai defense game project)
- 2010 Fun and Games Conference 2010 Design Competition finalist, Leuven
- 2010 Public Paintings installation: Europrix Multimedia Awards 2010 Seal of Quality, Cultural Captiol of Europe 1st prize