

# MATE CZINER

## CONTACT

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Budapest, Hungary



**PORTFOLIO**  
<https://matecziner.com>

## SKILLS

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### UX

5+ years of experience  
exploring and defining design goals and principles  
interviewing stakeholders and documenting their needs

creating and documenting user journeys & defining user flows  
wireframing & prototyping  
writing specifications & guidelines

moderating and evaluating user tests and interviews  
presenting ideas to colleagues and stakeholders  
planning and running workshops  
service design, designing internal workflows

### UID

8+ years of experience  
UI design on multiple platforms (desktop, mobile, kiosk)  
information design & design systems

### GFX

4+ years of experience  
branding, corporate identity  
print media  
illustration

### DEV

prototyping & iterative workflow  
Unity, C#

# WORK EXPERIENCE

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## **Team Lead, Developer**

Nov 2018 – Jan 2020

1 year 1 month

### **Gamelab**

Indie game development studio

I've joined the team halfway through a project that was heavily behind schedule and accrued a serious amount of technical debt due to a combination of inexperience and multiple changes in scope and priorities.

I've led the efforts to completely overhaul the architecture of the existing gameplay code. A large part of the solution was redesigning the teamwork itself. Streamlining the design and decision making processes, defining and enforcing clear principles and rules of conduct for coders and designers empowered the team to carry out a comprehensive refactoring operation while new features and content were still being added to the product.

This experience has solidified my belief that product design starts with the design of the interactions of the people building the product.

## **Senior UX Designer**

Jun 2015 – Nov 2018

3 years 7 months

### **MITO**

Communications & development agency

I joined the UX & Service Design Division of the company just as it landed a major redesign project for WIZZAir, one of Europe's largest low cost airlines.

We had the opportunity to rethink the most important customer facing interfaces from the ground up, receiving complete control over the design process on all platforms. I've spent the better part of my time at this company as the dedicated UX designer for the mobile branch. It was my role to come up with and test solutions while closely coordinating with the client, the client's development subcontractor, and our sister team working on the desktop side of the project.

The biggest challenge of this project was the fact that business rules were in constant flux due to our client facing high competition in the aviation industry. We had to balance the conflicting needs of customer satisfaction and monetization, continuously iterating on key steps of the user journey.

Besides this grand redesign project I was involved in many shorter (3-6 months) endeavours for various clients mostly from finance and gambling industries.

The company also had a very strong culture of education, leading to my frequent involvement in organizing trainings and workshops to facilitate better communication both internally and with our clients.

## **UI/UX designer**

2011 – May 2015 · 4 years

Designed interfaces for both major mobile platforms and desktop.

### **Appsters**

Mobile Content Management Ltd.

## **UI & Brand Designer**

2007 – 2011 · 4 years

I provided brand and website design services to small and medium sized local businesses looking to establish their online presence.

### **4DROPS Solutions**

Web design & development studio

# EDUCATION

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### **Moholy-Nagy University of Art & Design**

Masters degree in Visual Communication

### **Khlim PHL, MDA Faculty**

Interactive installation and game design course

### **TransformatLAB**

Transmedia and presentation course

# OTHER INTERESTS

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I have a strong need for creative side projects, usually involving game development. I am particularly interested in coding video game enemy behaviours and the design of gameplay system architectures. While I don't pursue these topics in a professional capacity, I'm always happy to discuss them.