

FRUzsina KALÓ

PRODUCT DESIGNER

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+36 70 647 2057

WORK EXPERIENCE

PRODUCT DESIGN

SENIOR PRODUCT DESIGNER | GRAPHISOFT (HUN)

APRIL 2024 - PRESENT

WHAT I'M DOING

- Leading and collaborating on UX and UI design of our enterprise 3D modelling software from start to finish including research, ideation, prototyping, final design and validation
- Initiated and now developing our Design System for several products and platforms
- Being a proud mentor of 2 fellow designers who are now completely autonomous in all areas of our work
- Developing and executing operational changes within the Global Design Team as a core member of the Design Operations Council

WHAT I'VE LEARNED SO FAR

- How agile works for designers and how it doesn't (for us at least)
- How to make the most out of a short time period
- That the closer I feel to my teammates, the smoother we can collaborate
- How a design system helps out a product designer
- To speak up for the MDP (Minimum Desirable Product) more often

PRODUCT DESIGNER | GRAPHISOFT (HUN)

OCTOBER 2021 - MARCH 2024

JUNIOR PRODUCT DESIGNER | GRAPHISOFT (HUN)

NOVEMBER 2020 - SEPTEMBER 2021

QUALITY ASSURANCE

QUALITY ASSURANCE ENGINEER | GRAPHISOFT (HUN)

JULY 2016 - OCTOBER 2020

WHAT I DID

- Designed project-wide test plans and carried out risk analysis in close cooperation with key stakeholders
- Took part in 3 internal workgroups, participated in the ideation and development of testing methods
- Prioritized 100s of bugs over the course of 4 years along with the Product Owner to strengthen our cloud server product

WHAT I'VE LEARNED

- How to be a good mentor
- How to read, write and talk about code
- How to think about development processes and make them better
- How to properly prioritize my own and fellow colleague's tasks
- How to put a price on possible risks
- How to be attentive to detail

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WORK EXPERIENCE

ARCHITECTURE

ARCHITECT TRAINEE | ROELEVELD-SIKKES ARCHITECTS (NED)

APRIL 2015 - SEPTEMBER 2015

WHAT I DID

- Participated in different architectural project life cycles, such as conceptual planning and finalizing construction plans
- Created a booklet about recent projects for marketing purposes

WHAT I'VE LEARNED

- The ins and outs of teamwork methodologies in an architecture office
- Gained experience in creating marketing print materials with catchy storytelling
- How everyone's structured chaos is different, but still beneficial for the whole team
- How not to fear to speak my mind and creative ideas
- A little bit of dutch

EDUCATION

BUDAPEST UNIVERSITY OF TECHNOLOGY AND ECONOMICS

JUNE 2020

MASTER'S DEGREE - ARCHITECTURE
SPECIALIZATION IN DESIGN

ENTERPRISE DESIGN THINKING CO-CREATOR - IBM

MAY 2021

UX BOOTCAMP - XLABORATORIES

JANUARY 2021

ENTERPRISE DESIGN THINKING PRACTITIONER - IBM

DECEMBER 2020

SCRUM / AGILE ELEVATION TRAINING - SPRINT CONSULTING

MARCH 2019

CERTIFIED TESTER FOUNDATION LEVEL (CTFL) - HUNGARIAN TESTING BOARD

MARCH 2018

SKILLS

WIREFRAMES MICROCOPY UX RESEARCH PROTOTYPES

UX DESIGN AGILE GITHUB SCRUM DESIGN SYSTEM

JIRA DESIGN THINKING ARCHITECTURAL DRAWING FIGMA

ADOBE CREATIVE SUITE MIRO UI DESIGN CONFLUENCE

PERFORCE INKSCAPE 3D MODELLING PERL HTML/CSS

HUNGARIAN.....NATIVE

ENGLISH.....FULL PROFESSIONAL

SWEDISH.....BEGINNER - LEARNING

GERMAN.....ELEMENTARY

SPANISH.....BEGINNER