

NOY AVRAHAMI

UX/UI & VISUAL
DESIGNER

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SOFTWARES

- Figma
- Illustrator
- Blender 3D
- Photoshop
- After Effects
- Premier pro
- Procreate
- Unity

WORK EXPERIENCE

PRODUCT DESIGNER

Ironblocks

2023 - Current

- Led end-to-end design processes, from research and wireframing to crafting intuitive and precise user interfaces, closely collaborating with product and development teams.
- Created user experiences tailored to the Web3 ecosystem, balancing advanced functionality with user-friendly interfaces for both technical and non-technical users.
- Applied user-centered design methodologies, analyzed quantitative and qualitative metrics, and adapted to the evolving needs of users and the project, with a strong emphasis on simplicity, transparency, and reliability.

PRODUCT DESIGN INTERN

BigID

2022 - 2023

- I worked with the product design team to understand user needs, business goals, and technical constraints.
- I developed visual solutions for the product by translating design concepts into prototypes.

VISUAL DESIGNER

Yugo&Art

2022

- The designs I created for a variety of clients aligned with their brand guidelines and were visually appealing.

DESIGNER & ILLUSTRATOR

Freelance

2021 - 2023

- The daily work included understanding client requirements and objectives through collaboration.
- My designs and illustrations were aimed at adapting to the client's vision.

EDUCATION HISTORY

BA in

Visual communication

Oct 2020 - 2024

Shenkar collage

- Having majored in UX/UI since first year
- Additional majors include game design and animation.