

ATTILA BENDENGUZ

RESUME

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INDUSTRIAL Design / UX/UI Design / VISUAL Design

Brainstorming, competitive evaluation, concept modeling, contextual inquiry, user flow diagrams, ethnography, heuristic evaluation, cognitive design, story boards, high-fidelity prototyping, annotations, interviewing, behavioral design methodology, creating personas, creating scenarios, creating sitemaps, sketching, strategy development, surveying, focus groups, usability testing, task flows, hi-fidelity wireframes, color composition, graphic comps. **...my Mantra "Design, Test, Optimize, Repeat"**

SOFTWARE SKILLS

Alias Studio Tools (3D software), Adobe Photoshop, Adobe Premiere, Adobe After Effects, Adobe Illustrator, Adobe InDesign, Adobe Flash, CorelDRAW, Dreamweaver, CSS, HTML5, Balsamiq, HotGlue, OmniGraffle, Evernote Skitch, Microsoft Word, Microsoft Excel, Microsoft PowerPoint.

PLATFORM SKILLS

Atlassian JIRA, Zennaware Cornerstone, Resource Guru, Basecamp, OpenAir, Adobe Connect, Beanstalk, Slack.

EXPERIENCE

ASSOCIATE EXPERIENCE DIRECTOR | [Dell Inc.](#), Austin, TX | 2016

- **Interaction Design:** Helping lead a wide range of interactive design projects at Dell' s DCX E-support group, that meet user, technical, and business objectives while maintaining the Dell brand. In addition, working closely with other user experience designers, user experience architects, content strategists, taxonomists, account managers, developers and business stakeholders to achieve the objectives for each concept. Not to mention working with a passionate team. I am responsible for the development and execution of global creative solutions for a variety of Dell' s digital properties. Building understanding among design team of our Design Language, IT capabilities and our role at Dell.
- **Visual Design:** Creating exciting and compelling visual compositions for UX design integration on desktop, mobile, and tablet platforms.
- **Collaboration:** Providing leadership to Dell' s internal DCX E-support production team and programming team members to create intuitive & appropriate user experience. Collaborating with sales, marketing, content writers, development & QA.

SENIOR INTERACTIVE ART DIRECTOR | [Somnio Solutions, Inc.](#), Austin, TX | 2015- 2016

- **Interaction Design:** Created an array of industry-leading digital marketing media web tools: responsive assessment tools, web apps, infographics, interactive web presentations, web platforms, and TCO calculators. Design methodology: concept design, user flow diagrams, mood boards, hi-fidelity wireframes, low-fidelity wireframes, prototypes, color mockups. Led the creation of UX designs from concept and development to documentation & implementation across all marketing channels. Effectively managed a team of production artists and provided direction for on-time completion under budget.
- **Visual Design:** Created exciting and compelling visual compositions for UX design integration on desktop, mobile, and tablet platforms.
- **Collaboration:** Lead art director interface to clients. Provided leadership to internal production team, freelancers and programming team members to create intuitive & appropriate user experience for Fortune 500 companies. Collaborated with sales, marketing, content writers, development & QA.
- **Clients** include [IBM](#), [EMC](#), [Dell](#), [HP](#) and [Cisco](#).

INDUSTRIAL DESIGNER, UX DESIGNER & VISUAL DESIGN | [Atiluz Inc.](#), Austin, TX | 2008-2015

- **Interaction Design:** Owned creation of sitemaps, process flows, imaginative mood boards sketches, wireframes, and detailed specifications. Work in both waterfall and agile methods on a variety of web interfaces including desktop, mobile, and tablet. Lead interaction design for responsive websites, mobile apps, and complex, large-scale websites.
- **Visual Design:** Created competitive visual compositions from sketches to wireframes, and detailed specifications. Worked in several interfaces including desktop, mobile, and tablet platforms.
- **User Research:** Drove user research and synthesis on multiple projects: created personas and scenarios, created clickable prototypes for testing, led remote and in-person test sessions, and advocated for changes based on test findings.
- **Clients** included [Zip City](#), [Dell](#), [Ebay](#), [Quirky](#), [Growtopia](#), [RoboReel](#) and [Novartis International AG](#).

DIRECTOR OF INDUSTRIAL DESIGN, UX DESIGN & VISUAL DESIGN | [Atiluz Inc.](#), Chicago, IL | 2005- 2008

- **Interaction Design:** Created interface design from heuristic evaluation, user flow diagrams, and sketches to wireframes, concept models, and prototypes.
- **Visual Design:** Created compelling visual compositions and physical prototypes with detailed specifications. Worked in several interfaces including desktop, mobile, and tablet platforms.
- **User Research:** Conducted stakeholder interviews and both remote & in-person user interviews and usability tests. Created click-through and prototypes for web and mobile/tablet for use during tests. Synthesized and compiled findings to inform UX strategy
- **Collaboration:** Worked closely with production and programming team members to create intuitive, delightful user experience.

- **Clients** included [Netflix](#), [Coily](#), [LifeCarrier](#), [SmartLeaf](#) and [International Biomedical](#).

DIRECTOR OF INDUSTRIAL DESIGN, WEB & VISUAL DESIGN | [Euforia Design](#), Chicago, IL | 2003- 2005

- **Interaction Design:** Created interface design from concept models, heuristic reviews, user flow diagrams, sketches, wireframes, prototypes for a variety of clients.
- **Visual Design:** Created competitive visual compositions and physical prototypes including sketches, wireframes, and detailed specifications.
- **Collaboration:** Worked closely with content writers and software engineers. Loved every minute of it.
- **Clients** included [Crayola](#), [Cirque Du Soleil](#), [Snaidero](#), [Enmark](#), [Fiskars](#).

SENIOR PRODUCT DESIGNER & VISUAL DESIGNER | [4D Design](#), Austin, TX | 2002- 2003

- **Visual Design:** Created unique visual compositions and physical prototypes from sketches, wireframes, and detailed specifications.
- **Product Design:** Created vast range of concepts for high-tech products and used the aesthetic approach to convey ideas.
- **Clients** included [Dell](#), [Rochester Gauges](#).

PRODUCT DESIGNER & VISUAL DESIGNER | [M3 Design](#), Austin, TX | 2000-2002

- **Visual Design:** Developed visual illustrations for high level presentations, color studies for final design development of high-tech products and marketing materials for clients.
- **Product Design:** Created layout concepts, mood boards, and physical prototypes for high-tech products.
- **Clients** included [Dell](#), [Compaq](#), [Brocade](#), [Netpliance](#).

EDUCATION

Savannah College of Art and Design | Savannah, GA | April 2000

Bachelor of Fine Arts (BFA) in Product Design, Graduated Magna Cum Laude.