



Máté Kovács

SENIOR UX/UI DESIGNER

Senior UX Designer based in Munich, dedicated to managing every aspect of the user experience across integrated web and mobile platforms. With a holistic design mindset, I oversee research, strategy, and hands-on implementation to ensure consistency and quality at every touchpoint. Collaborative, adaptive, and proactive in leveraging feedback, industry trends, and AI to enhance product value and user satisfaction.

EXPERIENCE

SENIOR UX/UI Designer | [Testbirds](#) | Nov. 2018 - present

An innovative software testing company with over 500,000 testers worldwide.

- Drive holistic UX strategy across the web-based platform and mobile applications, designing and delivering seamless features for moderators, clients, and tester users.
- Build and maintain collaborative partnerships with two agile development teams, ensuring alignment through all project phases.
- Full-stack designer by conducting in-depth user research, organizing interviews and feedback surveys, and facilitating multiple ideation rounds to prioritize solutions within technical constraints.
- Adapt designs in real time by closely tracking development progress and rapidly responding to new insights or implementation restrictions.
- Develop and evolve a token-based Figma design system.
- Document findings extensively, producing detailed specifications that guide development and testing.
- Facilitate design thinking workshops to refine feature proposals and align strategic goals with stakeholder input.
- Maintain a cohesive brand tone and design language across all company products.
- Integrate AI-powered tools to process user feedback efficiently and generate higher-quality design prototypes.

UX/UI Designer | [W.UP](#) | Sept. 2016 - Okt. 2018

W.UP is a fintech company specialised in mobile banking applications.

- Designed user-centered mobile banking applications in close partnership with clients and product owners.
- Developed practical design system libraries to enable consistent components and streamline design handoffs.
- Worked directly with front-end developers to implement client-driven solutions.

Co-Creator | [Taestie, startup side-project](#) | 2015

A food-sharing startup proposal that I have worked on with the other co-founders.

- Pioneered a food-sharing startup concept with co-founders.
- MVP prototype had been created for testing.
- Conducted user surveys and interviews to refine the concept.

UI Designer | [Red Steed Studios](#) | Jan. 2014 - Aug. 2016

Collaborated with an international team on a multi-platform chat application.

Freelance Graphic Designer | May. 2013 - Dec. 2013

Graphic Designer | [Born Agency](#) | Sep. 2012 - Apr. 2013

SKILLS

Software Skills

- Figma, Sketch
- Lovable, Cursor for AI vibe coding/prototyping
- Adobe: Illustrator, Photoshop, InDesign
- 3D design with Blender for 3D printing
- Basic animation skills with After Effects
- Basic understanding of HTML and CSS

Languages

- Hungarian - native
- English - proficient level (B2)
- German - beginner (B1)

+ B type driving licence

EDUCATION

UX research course

MOME ID | 2022

- Completed a 3-month UX research course with a team project focused on digital banking habits and fears.
- Gained practical knowledge in commonly used research methods such as interviewing, observation, questionnaires, and usability testing.
- Applied qualitative research techniques to effectively map problem domains and analyze results through practical examples.

Digital product designer course

MOME ID | 2017

- Engaged in an intensive product design course, deepening my expertise in UX.
- Practiced product development and iterative design thinking under the guidance of recognized designers and researchers, culminating in the creation of a car interface concept.

Erasmus Semester

KASK - School of Arts, Gent | 2011-2012

- Focused on experimental graphic design, infographics, and magazine layout during this enriching semester in Belgium.

BA in Graphic Design

Moholy-Nagy University of Art and Design Budapest | 2009 - 2012

- Early interest in Flash, which allowed for the integration of motion and interaction into graphic design projects.

LET'S TALK

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