TALI
NUDELMAN

UX/UI Design

Motion Graphics

Graphic Design

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עבר   ENG   RUS

ABOUT ME

I love challenges, I love to learn new things.
I'm a true team-player, I believe the right team-dynamics leads to a better, faster, higher quality product.
I have a very high work-morale, I like to see projects to their end and I always keep following-up and improving.
I always like to think about ways to make digital products more efficient, friendlier, fluent, easy and fun to use.

EDUCATION

06-10   **B.Ed.Des (Visual Communications)**
WIZO Haifa Academy of Design and Education (The Neri Bloomfield School of Design)
Haifa, Israel

EXPERIENCE

12-Now   **Odysii (Gilbarco Veeder-Root)**
UI/UX Designer

Designing apps and content for different purpose-of-use, such as: merchandising apps, health care branding and web design, game apps, cart app, fueling interactive product, online management portal and more.
Manage and lead UX/UI design process of GVR's petrols station forecourt & in-store merchandising projects. Spreading upon multiple platforms, environments, technologies & users.
Experience working in an end-to-end UX process from ideation, wire framing and prototyping through to final design delivery and feedback for the next version.

10-12   **Freelance Graphic Designer & 2D Animator**
Owner

Manage clients and their graphic projects, including concept, art-direction, producing, creating visuals, short 20 animations and publishing to screen and print final products. Some of the big projects were: A double-spread comics in "Time-Out TLV" and designing the entire content for HIFA - the annual conference for child development.

SKILLS

Design
I design with Adobe Creative Cloud
I code (designer level) on WPF/XAML and HTML/CSS.
I prototype using Figma, Invision and Zeppelin.