



Žiga Judar

User-centred physical and digital product designer

 @judar_design  @zigajudar

 <https://www.judardesign.com/>

Education

Industrial design (Masters)

2018–2020 Graz / Austria 

FH Joanneum
University of applied sciences

Product design (Erasmus)

2017–2018 Lisbon / Portugal 

Faculty of Architecture
University of Lisbon

Architecture (Bachelor)

2014–2018 Maribor / Slovenia 

Faculty of Architecture
University of Maribor

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Work experience

Physical and digital product designer

Aug 2022 – present

JUDAR Design

Global 

- Working with multiple global brands and studios such as Bosch, Siemens and Studio FA. Porsche.
- Supporting partners at different points in the design process from research and ideation to prototyping, 3d modeling and visualization.
- Collaborating with brands such as Kremen MB and bringing ideas to award winning products ([Bien urban furniture line](#))

Senior UX / UI Designer / Product manager

Jul 2021 – Aug 2022

Redeemeum / Boson protocol

London / United Kingdom 

- Product managing 700k worth of metaverse land to promote the protocol through branded experiences for companies like Tommy Hilfiger, Hogan, Cider and 10 others.
- Managing an external team of 10+ people aligning and guiding them to execute the project on time.
- Designing a web3 DeFi commerce platform for the sell of digital, physical and phygital items for small and large creators.
- Creating a design system that works for 2D and 3D spaces.

UX / UI Designer

Oct 2016 – Jul 2021

Nchain / Equaleyes

London / United Kingdom 

- Led multiple projects from start to finish, developing user-centric mobile and web applications for web2 and web3.
- Guiding the clients through the different design process steps (discover, define, develop and deliver).
- Creating UX wireframes & prototypes to conduct user interviews and research for a better understanding of his pain points and struggles.
- Defining final UI flows and supporting the development team for a successful implementation.
- Rebranding/redefining the company's identity (defining values, creating design guidelines, setting up a design system).
- Project managing tasks and organizing workload between teammates (designers and developers) while aligning on milestones with the client.

Master thesis collaboration project

Apr 2020 – Oct 2020

Bosch

Munich / Germany 

I had the privilege to collaborate on my master thesis project with Bosch. The theme of the thesis was Design for Sustainability at the brand Bosch. The outcome of the thesis was a smart appliance for growing plants at home with an innovative technology called hydroponics which reduces the needed space for growth and optimizes water usage.

Internship

Oct 2019 – Apr 2020

Bosch

Munich / Germany 

I've spent half a year with the Bosch home appliances design team. I had the chance to work on multiple upcoming products and UX/UI design projects. I assisted the team from the very early stages of a product, doing research and conducting interviews, etc. up to the final 3D models and CMF variants.

Cooperative design project

Oct 2018 – Jan 2019

Rimac Automobili

Sveta Nedelja / Croatia 

Together with the automotive brand Rimac, we were envisioning the future of transportation in 2045. After extensive research, we created user personas and journey maps for an autonomous shared vehicle and developed a 3D model, animation and physical 1:50 scale model.