



TAMÁS FERGENCS

Product Designer with 6 years of experience designing **B2B2C products** for both **web and mobile**. I aim for data-driven design decisions through generative and evaluative **research**, using my knowledge in **design systems** and **vibe-coding** to quickly deliver and iterate on high-fidelity designs.

Portfolio
tamasfergencs.com

LinkedIn
in/tamas-fergencs

E-mail
tfergencs@gmail.com

Phone
+45 91 10 68 08

Experience

Apr 2024 - Present **Sr. Product Designer** • Monta

- Working on our B2B subscription engine to unlock better revenue stream modeling for customers, and increase financial security and transparency
- Leading solution discovery projects using interviews, usability testing, and quantitative data analysis, delivering hi-fi Figma designs for web and mobile platforms, setting up tracking, coordinating implementation with developers
- Actively maintaining our design system by contributing to both our Figma and front-end library via vibe-coding, helping migrate our front-end codebase for faster code delivery

Mar 2021 - Apr 2024 **Product Designer** • Planday

- Introduced user research practices to our B2C app team, planned and executed evaluative research projects using interviews and usability testing
- Delivered hi-fi Figma designs for Android and iOS platforms, coordinated the implementation with developers
- Established and maintained a design system with a style guide, pattern library, usage and accessibility documentation for mobile platforms, reducing development time by 80%
- Helped with feature prioritization and rollout strategy using qualitative insights and analytics

Nov 2019 - Sep 2020 **Product Designer** • BotSupply

- Delivered hi-fi Figma prototypes for new features, coordinated implementation with developers
- Redesigned the information architecture of the product, created a new navigation system with reusable content layouts
- Interface inventory of UI elements, consolidated UI elements into a pattern library

Publications

- 2020 **Usability study of Lundbeck's chatbot:** Compared a graphical and a chatbot search interface via usability testing and questionnaires - *Paper published by Springer*
- 2019 **Designing a digital archive:** Explored the usage of interview stimulus material for gathering system requirements for a digital archive - *Paper published by CEUR*
- 2017 **Eye tracking study of CAE software:** Usability study of a computer-aided ergonomic assessment software via eye tracking - *Paper published by Springer*

Education

2020 **MSc in Information Studies** • Aalborg University Copenhagen

2018 **BSc in Industrial Design Engineering** • Budapest University of Technology and Economics