



# TAMÁS FERGENCS

Product Designer with 6 years of experience designing **B2B products** for both **web and mobile**. I aim for research-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

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## Experience

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

- Worked on a B2B subscription engine, unlocking better revenue stream modeling for customers, and increasing financial security and transparency
- Leading solution discovery projects with interviews and concept testing, delivered hi-fi Figma designs for web and mobile platforms, coordinated 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 the team, planned and executed evaluative research projects focusing on 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 style sheet and 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