

Tom Nizan

Product UX/UI Designer

Contact Info

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Yehud, Central District, Israel

Visit my portfolio

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Skills

UX & Product Design

User Flows, Interaction Design, Wireframing (Low–High Fidelity), Information Architecture, Design Systems, Usability-Focused Design.

Tools

Figma, Adobe Photoshop, Illustrator, After Effects

Supporting Skills

Visual Design, Typography, Responsive Design, Basic HTML & CSS.

Education

UX/UI & Digital Design Studies

Mentor. *Ramat Gan. 2016-2018.*

- UX/UI design courses and self-directed studies.
- User experience fundamentals, interface design, and prototyping.
- Foundational knowledge of HTML & CSS

Languages

Hebrew. *Native.* **English**. *Proficient.*

Professional Summary

Product UX/UI Designer with a strong foundation in designing SaaS dashboards and complex digital systems through self-initiated and portfolio projects.

Strong in user flows, wireframing, and interactive prototyping, with a focus on clarity and decision-support UI.

Brings a solid visual design background and product-oriented thinking, with a strong motivation to grow within a product-focused team.

Work Experience

UX/Product Experience

Product UX/UI Designer - Portfolio & Self-Initiated Projects. *2024-Present.*

- Designed end-to-end UX/UI solutions for SaaS dashboards and complex digital systems, from problem definition to high-fidelity prototypes.
- Created user flows, wireframes, and interactive prototypes focused on usability, clarity, and decision-support.
- Translated complex requirements into scalable interface patterns and consistent design systems.
- Presented design decisions through structured case studies, balancing product goals and user needs.

Design & Visual Experience

- Graphic & Digital Designer (Agency & Freelance). *2017-2024.*
  - Designed digital and print assets for a wide range of clients, including landing pages, marketing materials, and branded interfaces.
  - Collaborated with clients and teams to translate business goals into clear visual communication.
  - Worked on projects spanning branding, motion, and digital design, strengthening adaptability across platforms.
  - Applied strong visual principles later leveraged in product-focused UX/UI work.

- Graphic Designer - Photography Studio. *2010-2017.*
  - Designed print and digital graphic materials in a professional photography studio environment.
  - Performed high-volume photo retouching and image optimization for commercial and client-facing projects.
  - Worked closely with photographers and clients, developing strong attention to visual detail and consistency.
  - Took on additional responsibilities including day-to-day studio and shop management.