GALI ROSENBERG PRODUCT DESIGNER

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EDUCATION

2002-2006 | BFA Digital Media Kendall College of Art & Design Michigan USA

SKILLS

Design System management

Prototyping & Wire-framing

Concept Development

Detail Design

Product Ownership

TECH

Figma

Adobe Suite

Sketch

MAC & PC

LANGUAGE

English- Fluent Hebrew- Fluent Spanish -Conversational

EXPERIENCE

2019-Current Freelance Product Designer

2021-Current | Code Monkey - ED Tech | Freelance Product Designer Maintaining and developing current platform, responsible for updating and creating new features, seeing projects through full lifecycle Most recently designed a learning platform for teens Created Design System and work methodology with Dev team Working directly with CTO, Dev Team and Product manager

2021 - 2023 | Palo Alto Networks - Cyber | Freelance Product Designer Working as part of the UX team on ongoing tasks and features Within the team. Maintaining the integrity of the design system across the product. Work directly with dev teams and follow through the projects from start to finish

2019 - 2022 | ED&U Studio - Elbit Projects | Freelance Product Designer

Worked in a team of designers and product managers on long term projects. Creating design flows, prototypes, and deliverables for dev user testing on physical products.

Managed highly confidential military projects with very limited design options, while still keeping the design usable and aesthetic

2018 - 2019 | Weissbeerger - Analytics Platform | UX/UI Designer Developing features for a new web product maintaining existing mobile and web dashboards Problem solving | Detailed design prototyping and Concept development

2016 - 2018 | NICE Systems - SaaS Products | UI Designer

Concept development | detailed design | high fidelity wireframes UI Design | Supporting the Recording LOB in several projects

2012 - 2016 | Freelancer | UI Designer & Creative Director

Worked with early stage startups and a variety of corporate comapnies. Responsibilities included product development, persona profiling, research, wire-framing, prototyping, pixel perfect UI designs and brand development