

Tamar Wenocur

Product UX Designer

Contact Information

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Education

Bachelor in Arts in Design, Minor in Mathematics

University at California, Davis | June 2016

Skills

Tools

Sketch

Adobe Creative Suite

User Research

Usability Testing

Invision

Marvel

Principle

Languages

HTML

CSS

Javascript

jQuery

SCSS/SASS

Experience

Identify3D | May 2017 - Present

UX Designer

Works on end-to-end UX design on Identify3D's enterprise product suite. Collaborates with PMs, engineers, and executives to develop new product features. Works with product managers on product and design thinking. Maintains and implements Identify3D's new design system across all of their products. Building UX practices, processes, and improving crossfunctional workflow for UX feedback.

UX/UI Design Intern

Worked with the product team to build a design system to ensure common visual design through all of Identify 3D's product components. Assisted the product managers with UX thinking and UI ideation, did detailed wireframing and high-fidelity designs, and assisted with occasional production design. Tackled challenges determining how to work best with desktop software and machine interfaces.

Tamar Irit Designs | September 2009 - Present

Designer

Worked on freelance design projects for companies and individuals. Projects ranged from publicity poster designs, to web UI and graphics, to business systems design. Clients ranged from local and international start-ups, to individual practitioners. Gained experience talking to users. Gained experience in catering design to the user's needs. Improved rapid-prototyping skills and learned to meet tight deadlines for products. Honed problem-solving skills.

FRP | July 2016 - May 2017

UX Designer

Led and implemented the complete product design cycle, including design research, audience profiling, wireframes, user flows, interactivity, and user interface design. Collaborated with engineering and executive teams to design a practical, accessible, and aesthetic product. Ambassador and teacher of design thinking for the company.

In-Bliss Magazine | February 2014 - April 2014

Graphic Design Intern

Worked on spreads and magazine layouts for the company's Spring and Summer editions of their publication. Created and altered graphics and illustrations in addition to developing layout design. Utilized Adobe Creative Suite for projects. Worked in a fast-paced startup environment and on collaborative and solo projects.

Priscilla Costa Bridal | November 2013 - January 2014

Graphic Design Intern

Prepared and designed social media graphics and all publicity materials for the 2014 season. Utilized Adobe Photoshop and Illustrator.