

Margarita Maal

UI UX Designer

Amsterdam, Netherlands

EXPERIENCE

Senior Product Designer

Just Eat Takeaway – Partner – 2022 - Present

I've been developing engaging UX for 700k JET partners worldwide. Working on the platforms consolidation: creating a unified experience for different legacies. Leading new initiatives which help new business verticals work efficiently and attract new partners. Mentoring junior designers, sharing knowledge and establishing new ways of working to achieve team goals.

Lead UI UX Designer

Immergion Ltd. – Tonus App – 2019 - 2021

- Created intuitive, user-centric design solutions for the fitness app with a strong focus on the main metrics.
- Led the design team and collaborated with stakeholders, the product team, business analysts and developers.
- Ensured alignment with business requirements and user needs. Maintained and managed products through all development phases.

Sr. UI UX Designer

Oktos Messenger – 2019

- Designed new features and maintained existing ones for a secure messaging app (incl. research and usability testing)
- Collaborated with the product and engineering teams to create a seamless user flow.
- Developed and expanded the design system.

UI UX Designer

CheckBack – 2018

- Designed and developed a B2B platform for suppliers and clients in the HoReCa industry.
- Managed the project lifecycle, including competitor analysis, research, wireframing, and responsive website design.

UI UX Designer

Upwork (Freelance designer) – 2016-2018

- Created information architecture and design from scratch for mobile apps in Health and Fitness, Game Development, FinTech, and AR sectors.
- Focused on mobile applications and data-driven design.

Jr. Project Manager

Proliv Ltd. – 2013 - 2015

- Led an outsourcing team to develop an application for a transport company to plan and deliver goods by truck.
- Developed information architecture and mathematical models.
- Provided post-launch project support.

CONTACT

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EDUCATION

Web-design and computer graphics

Belarusian State University
2008 - 2013

SKILLS

Figma / Sketch / Principle /
Photoshop / Illustrator

Advanced prototyping
Information Architecture
Usability Testing
Research methods
A/B testing
Visual Design
Design System
Project Management
Mentorship
Leadership