✳ Eduard Maksuti

PRODUCT DESIGNER + UX/UI DESIGNER

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BASED ON
PRISHTINA, XK

WORK EXPERIENCE

GenTwo X / UX/UI Designer – Nov 2023 – Present +Hybrid

- Designed digital experiences that feel intuitive and look great, always putting the user first.
- Used UX principles to make navigation smooth and accessible for everyone.
- Engaged in user research to understand real needs, refining designs for a better experience.

Bezep Solutions / UX/UI Designer – Nov 2022 – Nov 2023 +Hybrid

- Delivered consistent, user-centered UI/UX across projects.
- Built a Figma component library, boosting design efficiency.
- Facilitated weekly cross-team syncs for streamlined collaboration.

Entail.Ai / Product Designer – Nov 2022 – Sep 2023 +Remote

- Simplified the design process for our cloud product, ensuring it works smoothly on all devices.
- Worked with marketing to refresh our branding and create a style guide that reflects our vision.
- Made the website and product interfaces more intuitive and engaging for users.

Noexis Lab X / UX/UI Designer – Sep 2021 – Nov 2022 +Onsite

- Enhanced the Noexis design system with new components and features.
- Designed the first version of the Get Chances app for iOS and Android, focusing on user-friendly.
- Improved the Get Chances website UI, optimizing both web and mobile for a successful launch.

TFG / UX/UI & Graphic Designer – Jan 2021 – Aug 2021 +Hybrid

- Worked with business, security, and sales teams to design features that meet customer needs.
- Partnered with marketing to refresh branding and create a new style guide for the main product.
- Facilitated weekly meetings between design, engineering.

KGT / Graphic Designer – Oct 2019 – Dec 2020 +Onsite

- Create engaging graphical content for social media, focusing on layout design & concept dev.
- Develop production plans and schedules to meet milestones and deadlines, ensuring high-quality work that connects with the audience.

StormSpace / Jr.UX/UI Designer – May 2018 – Oct 2020 +Freelancer

- Design user-friendly, visually appealing digital experiences with cross-functional teams.
- Conduct research, create wireframes, and develop prototypes to meet user needs.
- Refine designs through usability testing and maintain consistency across products.

EDUCATION

UBT – University for Business and Technology +Diploma
Graphic Design – Integrated Design · Oct 2017 – Jun 2020

Master Digital Product Design: UX Research & UI Design +Certifications
Issued Sep 2023 – @Udemy

User Experience: The Beginner's Guide +Certifications
Issued Jan 2024 – @IDxF (Interaction Design Foundation)