GABRIELLA KARACSONYI

Senior Digital Product Designer with extensive experience across fast-paced agency and startup environments, combining UX expertise with strong visual design, design systems, and frontend fundamentals. Skilled in delivering realistic, scalable product solutions at the intersection of design and engineering.

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KEY SKILLS

UX/UI Design   End-to-End Design   Design Systems   Information Architecture

Accessibility (WCAG)   Agile Product Development   Frontend Fundamentals (HTML, CSS)

EXPERIENCE

Feb 2021 – Present | Makersite GmbH, Stuttgart (Remote)
Senior Product Designer

- Leading end-to-end UX design for a complex B2B SaaS platform, translating user and business needs into scalable, intuitive workflows
- Building and maintaining a scalable design system, including component guidelines, tokens, and accessibility standards, ensuring consistency across the platform
- Collaborating closely with Product and Engineering teams, contributing to product discovery, feasibility assessments, and iterative delivery
- Designing data-heavy interfaces optimized for performance, clarity, and usability across large datasets and AI-generated outputs
- Improving cross-functional workflows through clear documentation, better handovers, and alignment across Product, Engineering, and Leadership
- Ensuring brand consistency across the entire product ecosystem

Feb 2020 – Jan 2021 | C3 Creative Code & Content, Munich
UX/UI Designer

- Leading UX/UI design across digital products for international clients in the healthcare, automotive, chemical, logistics, and banking industries
- Designing scalable interfaces for web, mobile, and web applications, balancing brand consistency, accessibility (WCAG), and usability
- Building and evolving design systems and reusable UI components
- Translating business and user requirements into interactive prototypes, UX concepts, and implementation-ready specifications
- Supporting business growth through pitch contributions, client presentations, and high-quality visual communication assets

Aug 2019 – Jan 2020 | Funct, Munich
UX/UI Designer

- Designing websites and interactive touchscreens for events
- Creating infographics, animations, and digital content

Apr 2019 – July 2019 | Freelance, Munich
Digital Designer

- Managing freelance design projects with a focus on web design and branding

2014 – 2019 | Lounge Design / TRIGO C.E.E. / Isobar Hungary, Budapest
Graphic Designer / Art Director

- A range of design projects including responsive web design, advertising campaign visuals, branding, events/expos and multimedia content production

INTERNSHIPS – GRAPHIC DESIGN

Sept 2013 – Dec 2013 | Red egg, Stuttgart
Oct 2012 – Mar 2013 | BlackBox/Open, Nuremberg
Oct 2011 – Jan 2012 | Meterware, Bremen

EDUCATION

2009 – 2012 | Moholy-Nagy University of Art and Design, Budapest
Graphic Design BA
Integrated Design – Erasmus Semester (2011, HFK Bremen)

CERTIFICATES

2024 | NN/G – The One-Person UX Team
2024 | NN/G – User Interviews
2022 | Udacity – User Experience Nanodegree
2018 | Udacity – Front-End Web Developer Nanodegree
2016 | MOME – CODE

SOFTWARE SKILLS

Adobe CC (Ai, Ps, Id, Ae)　　Figma, Sketch　　Git, GitHub　　WordPress　　AI Tools (LLM)

LANGUAGES

English: Professional Language Skills (C1)
German: Professional Language Skills (C1)
Hungarian: Native Proficiency