

Maya Alroy

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Product designer

I'm an interaction design graduate with an interest in accessibility. As technical support, I discovered the inaccessibility of products, which led me to design. I'm a curious person who loves challenges. Looking for hybrid or remote work.

WORK EXPERIENCE

Product designer • Internship

Dr. Notes • Berlin | Hybrid • 10/2024 - 01/2025

Researched, designed, and optimized the app's flow in collaboration with the CEO.

- Streamlined the app's user flow, reducing unnecessary steps to improve usability and supporting team decision-making.
- Conducted and analyzed an interview to map the user experience and identify pain points. Expanded interviews could provide further insights to refine the design and improve usability.
- Gathered project details, refined content, and designed two flyers to improve messaging and target audience engagement. Plan to analyze feedback to adjust and optimize the flyer as needed.

Campus assistant • Part-time

CODE University • Berlin, Germany • 09/2019 - 07/2023

Researched, designed, and interviewed students and team members on campus regarding library use and DEI topics.

- Researched and designed a relaxation area to provide a stress-free space for students and faculty. Encouraged usage and gathered new suggestions for further improvements.
- Created 100+ DEI posts to increase awareness and cultural knowledge. Received positive feedback from students feeling more included and supported.
- Interviewed and tested 15+ users to develop a user-focused inventory and borrowing system. Refined the design based on feedback to improve functionality.

Product designer consultant • Freelancer

Anima Biotech • Israel | Remote • 05/2020 - 05/2022

Consulted on and designed a web interface for a biotechnology project, working closely with the CTO.

- Presented on UX/UI design and the design process, highlighting the importance of user-friendly designs. Raised awareness, contributing to a shift in design priorities.
- Created wireframes and prototypes to guide design decisions. Speeded up development and clarified concepts for stakeholders and developers.

SKILLS

Design: Prototyping, Social media design, Surveys, Usability Testing, User interviews

Tools: Adobe XD, Figma, Miro, Photoshop

Soft Skills: Collaborative with cross-functional teams, Cross Functional Skills, Empathy, Organization Development, Patience, Proactive

EDUCATION

Code University Of Applied Sciences

Hands-on projects work | Team collaboration | Deep dive into DEI & Accessibility topics | Member of the DEI council.

B.A in Interaction Design Berlin, Germany
08/2018 - 04/2023

Netcraft Academy

Basics of design research to wireframes.

UX course
Israel
02/2018 - 07/2018

AWARDS & SCHOLARSHIPS

Designer of the month

04/2024
UX Gym | Bonanza Studios

Innovate 48 Winners

01/2024
Team Liftyz