



Maor Maman

Product Designer

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I am a UX/UI Product Designer with experience in SaaS systems, mobile, and responsive design. My core skill set includes User Experience (UX) and Visual Design (UI Design/CSS). I am a quick learner, always eager to embrace new challenges. For me, the ultimate goal is to ensure the success of the product or service through thoughtful and impactful design.

Professional Experience

Product Designer, Fundguard - July 2024 - Present

Enterprise SaaS for banks and asset managers to streamline investment accounting and data workflows.

- Led the creation of a scalable, user-friendly Design System to support cross-team consistency and faster development cycles.
- Improved core user experiences related to fund management and data navigation by simplifying interactions with large, complex datasets.
- Collaborated with product, development, and business teams to design features from discovery to production.
- Conducted user research, mapped process flows, and built high-fidelity prototypes for validation and testing.

Product Designer, BeProfit - October 2020 - June 2024

A B2B2C eCommerce profit analysis tool that optimizes store profitability through actionable insights.

- Solely responsible for all aspects of the product's user experience as the lead designer.
- Designed new product features, taking concepts from inception to production in collaboration with product managers, developers, and sales representatives.
- Developed process flows and created a live prototypes for effective user testing and interviews.
- Implemented rapid changes based on collected results and data to enhance user experience.
- Developed a flexible and user-friendly design system for use by other designers and product managers.

Product Designer, ePlane - May 2018 - October 2020

An online platform for aerospace procurement, serving as a B2B product.

- Continuously working on new product features in collaboration with product managers and developers.
- Initially part of a team of three designers, I became the sole designer in the company after a year and a half due to post-COVID downsizing, taking on full responsibility for all design-related matters.

UI Designer, Clutch Studio - November 2015 - April 2018

An animation and digital studio in Israel, providing creative solutions for global brands.

- Managed content for four WordPress sites simultaneously for Colmobil Group, working directly with company developers.
- Provided UI design services for the studio's clients.

Education

Interactive Media Design Studies - Sapir College - October 2012 - October 2015

Specializing in User Experience (UX) and User Interface (UI) for applications and websites.

Skills

Figma Expert

After Effects Proficient

HTML/CSS Novice