Anat Gutman

- + Product Designer
- + Graphic Designer



Skills

UX&UI Design Wireframing Prototyping Graphic Design Illustration

Software

Figma Illustrator Photoshop InDesign

Languages

Hebrew - Native Speaker English - Fluent Spanish - Conversational

About me

I'm Anat, a product and graphic designer (:

I love blending creativity with practicality, I get excited about turning complex ideas into sleek, user-friendly designs that really pop. My goal is to make things not only look great but also work seamlessly.

Work Experience

REEF Technology

2022 - Present

Product Designer for the "Lighthouse" product. I had a central role in shaping its user experience and interface. My responsibilities included solving complex design problems and creating intuitive UI elements. I also developed and maintained a cohesive design system to ensure consistency throughout the product. Collaborating closely with my team, I contributed to delivering a user-centric design that met project goals..

Bond

2020 - 2022

Product designer. Designed the desktop system's interface, collaborating with a team of product managers and developers to integrate a range of features and enhance user experience and functionality.

Shookit

2020 - 2022

Brand and marketing designer. Designed banners, newsletters, marketing and social materials for the company's customers.

Freelance Graphic Design

2018 - 2022

Graphic Design - logos, print, web design, illustration etc.

Education

UX Principals Course

2022

Tal Florentin UX Principals Course for product managers

'HIT' - Holon Institute of Technology

2015 - 2019

B.Des from the visual communication design department.

During my stydies I spent a semester at HFG - hochschule für gestaltung schwäbisch gmünd, Germany as part of a student exchange program.