

# FRUzsina KALÓ

## PRODUCT DESIGNER

fruzsina.kalo@gmail.com  
<https://www.fruzsinakalo.com>  
+36 70 647 2057

## WORK EXPERIENCE

### PRODUCT DESIGN

**SENIOR PRODUCT DESIGNER** | GRAPHISOFT (HUN)

APRIL 2024 - PRESENT

#### WHAT I'M DOING

- Leading and collaborating on UX and UI design of our enterprise 3D modelling software from start to finish including research, ideation, prototyping, final design and validation
- Initiated and now developing our Design System for several products and platforms
- I am the Lead Designer of my Tribe, where I oversee 10 squads' work while representing the users' and my fellow designers' interests
- Developing and executing operational changes within the Global Design Team as a core member of the Design Operations Council

#### WHAT I'VE LEARNED SO FAR

- How agile works for designers and how it doesn't (for us at least)
- How to advocate for my designer peers
- That the closer I feel to my teammates, the smoother we can collaborate
- How a design system helps out a product designer
- To speak up for the MDP (Minimum Desirable Product) more often

**PRODUCT DESIGNER** | GRAPHISOFT (HUN)

OCTOBER 2021 - MARCH 2024

**JUNIOR PRODUCT DESIGNER** | GRAPHISOFT (HUN)

NOVEMBER 2020 - SEPTEMBER 2021

### QUALITY ASSURANCE

**QUALITY ASSURANCE ENGINEER** | GRAPHISOFT (HUN)

JULY 2016 - OCTOBER 2020

#### WHAT I DID

- Designed project-wide test plans and carried out risk analysis in close cooperation with key stakeholders
- Took part in 3 internal workgroups, participated in the ideation and development of testing methods
- Prioritized 100s of bugs over the course of 4 years along with the Product Owner to strengthen our cloud server product

#### WHAT I'VE LEARNED

- How to be a good mentor
- How to read, write and talk about code
- How to think about development processes and make them better
- How to properly prioritize my own and fellow colleague's tasks
- How to put a price on possible risks
- How to be attentive to detail

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## WORK EXPERIENCE

### ARCHITECTURE

ARCHITECT TRAINEE | ROELEVELD-SIKKES ARCHITECTS (NED)

APRIL 2015 - SEPTEMBER 2015

#### WHAT I DID

- Participated in different architectural project life cycles, such as conceptual planning and finalizing construction plans
- Created a booklet about recent projects for marketing purposes

#### WHAT I'VE LEARNED

- The ins and outs of teamwork methodologies in an architecture office
- Gained experience in creating marketing print materials with catchy storytelling
- How everyone's structured chaos is different, but still beneficial for the whole team
- How not to fear to speak my mind and creative ideas
- A little bit of dutch

## EDUCATION

BUDAPEST UNIVERSITY OF TECHNOLOGY AND ECONOMICS

JUNE 2020

MASTER'S DEGREE - ARCHITECTURE  
SPECIALIZATION IN DESIGN

ENTERPRISE DESIGN THINKING CO-CREATOR - IBM

MAY 2021

UX BOOTCAMP - XLABORATORIES

JANUARY 2021

ENTERPRISE DESIGN THINKING PRACTITIONER - IBM

DECEMBER 2020

SCRUM / AGILE ELEVATION TRAINING - SPRINT CONSULTING

MARCH 2019

CERTIFIED TESTER FOUNDATION LEVEL (CTFL) - HUNGARIAN TESTING BOARD

MARCH 2018

## SKILLS

WIREFRAMES

MICROCOPY

UX RESEARCH

PROTOTYPES

UX DESIGN

AGILE

GITHUB

SCRUM

DESIGN SYSTEM

JIRA

DESIGN THINKING

ARCHITECTURAL DRAWING

FIGMA

ADOBE CREATIVE SUITE

MIRO

UI DESIGN

CONFLUENCE

PERFORCE

INKSCAPE

3D MODELLING

PERL

HTML/CSS

HUNGARIAN.....NATIVE

ENGLISH.....FULL PROFESSIONAL

SWEDISH.....BEGINNER - LEARNING

GERMAN.....ELEMENTARY

SPANISH.....BEGINNER