

NIKOLETTA MOLNÁR

**LEAD PRODUCT DESIGNER |
UX DESIGN LEADER |
TEAM MENTOR**

Lead Product Designer with 10+ years of experience across healthcare, enterprise software, web platforms, gaming, and digital products.

Experienced in leading design initiatives, mentoring designers, leading a design team of 6, improving design operations, and collaborating with cross-functional teams to deliver impactful user experiences.

Passionate about growing design maturity, fostering collaboration, and translating business goals into measurable product outcomes.

CONTACT

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WEBSITE

molnarnikoletta.com

LINKEDIN

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BEHANCE PORTFOLIO

behance.net/nikolettamolnar

DRIBBBLE

dribbble.com/nekkaniki

 molnár nikoletta

WORK EXPERIENCE

2023 - PRESENT

UX/UI DESIGNER - Takeda Innovation Capability Center (Bratislava, SK)

- Lead design initiatives across product development projects and define UX direction for enterprise healthcare solutions.
- Conduct user research, stakeholder interviews, and usability testing to inform product decisions.
- Collaborate closely with business owners, product managers, and engineering teams.
- Drive design quality through structured design reviews and feedback processes.
- Support design community growth, self-organization, and design maturity across the organization.

2018 - 2019

SENIOR PRODUCT DESIGNER - MediCall App (Budapest, HU)

Led end-to-end redesign of the healthcare application, built interactive prototypes with 200+ screens, aligned stakeholders, collaborated with developers and product teams, and supported hiring and mentoring activities.

2016 - 2018

SENIOR PRODUCT DESIGNER - Smart Media Star (Bratislava, SK)

Led multiple digital projects, mentored designers, led the design team of 6, established quality standards, improved workflows, coordinated delivery with developers and stakeholders, and introduced process

2015 - 2016

GAME ARTIST - Jumaplay Real (Bratislava, SK)

Owned design direction for video slot games, collaborated across disciplines, and delivered animation and marketing assets.

2014 - 2015

GAME ARTIST - Sunward Games (Győr, HU)

Managed hidden-object scene production, concept art creation, and asset preparation for game development.

2012 - 2013

JUNIOR UI/UX DESIGNER - InfomatiX Gmbh. (Budapest, HU)

Contributed to enterprise B2B applications, user research interviews, and UX improvements.



LEADERSHIP HIGHLIGHTS

- Led a design team of 6
- 10+ years of experience in UX, UI, and Product Design
- Mentored junior designers and supported team growth
- Participated in recruitment, candidate evaluation, and onboarding
- Led redesign initiatives and cross-functional collaboration
- Improved workflows, design processes, and team efficiency



PRODUCT DESIGN

- UX Strategy
- UX Research
- Prototyping
- Information Architecture
- Design Systems
- Interaction Design
- Usability Testing
- AI integration to WoW



LEADERSHIP & MANAGEMENT

- Team Leadership
- Mentoring
- Design Reviews
- Hiring
- Stakeholder Management
- Agile/Scrum
- Kanban, Design Operations

2014 - 2023

INDEPENDENT PROJECTS

- **Children's Publishing (Apróság Könyvek):** Co-founded a publishing project; led digital illustrations, print layout design, marketing, and Adobe XD web prototyping for multiple books, activity guides, and games.
- **Mortgage Platform (Hypomo):** Produced and localized a 40-second 2D vector promotional animation across three languages using After Effects.
- **Casino Gaming (Eurobet.it):** Designed assets and created full animations for the "Mexican Fiesta" video slot game using Spine.
- **Mobile Application Redesign (MMSOne):** Overhauled app UI architecture around core UX principles, delivering native UI implementations across iOS 7, Android, and Windows Phone 8.

EDUCATION

2023

UI Design Patterns for Successful Software

2023

Conducting Usability Testing

Interaction Design Foundation Courses

2014

Graphic and Webdesign BSc

Eszterházy Károly University (Eger, HU)

2010

Further Education of Applied Graphic Design

Elementary and Secondary School of Dance and Fine Arts (Győr, HU)

2005 - 2009

Fine Art Studies (Drawing and Traditional Graphic Design)

Elementary and Secondary School of Dance and Fine Arts (Győr, HU)

LANGUAGE

English - Fluent

Hungarian - Native

German - Basic