

# Daniel Szilagyi

## UI/UX Designer

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### Daniel Szilagyi

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### Skills

Wireframing, Accessibility, Prototyping, User Journey Mapping, Interaction Design, Organizational blueprints, User Interface Design, User Experience in Design, Information Architecture, Digital animation, Visual Design, Teaching, Mentorship

### Professional Certifications

An active member of Registered Graphic Designers (RGD) of Canada since 2020

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Senior UI/UX and Product Designer with 10+ years of experience delivering user-centred, accessible, and scalable digital products across healthcare, enterprise, B2B, and B2C environments. Proven record of leading design initiatives for complex platforms, including enterprise and public-sector clients (Cisco, Fraser Health Authority, Endeavour Solutions). Strong advocate for accessibility, data-informed design decisions, and design maturity within cross-functional Agile teams. Increasingly focused on Generative AI-enabled experiences, workflow automation, and AI-assisted design systems.

### Core Skills & Expertise

#### UX / Product Design

User Research & Journey Mapping • Information Architecture • Wireframing & Prototyping • Interaction Design • Accessibility (WCAG) • Design Systems • Responsive & Mobile-First Design

#### Visual & Interface Design

High-Fidelity UI • Motion & Micro-Interactions • Digital Animation • Branding & Visual Design • Pixel-Perfect Execution

#### Tools & Platforms

Figma • Sketch • InVision • Marvel • Zeplin • Adobe Creative Suite (Photoshop, Illustrator, etc) • Microsoft Power BI • SharePoint

#### Methods & Collaboration

Agile / Scrum • A/B Testing • Data-Driven Design • Stakeholder Workshops • Teaching & Mentorship • Cross-Functional Leadership

#### Emerging & GenAI Knowledge

AI-Assisted UX Patterns • GenAI-Enhanced Workflows • Prompt-Driven Ideation & Prototyping • AI for Knowledge Management & Design Acceleration

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## Experience

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### Freelance / Senior product designer

2024 - Present

- Worked with medical public services (**Fraser Health Authority**), various private industry, and other clients to ensure human-centred design approaches, digital transformations, and enhancing digital services and implementation with respect to medical and health professional settings.
- Specializing in **Microsoft platforms** like **Power BI** and **SharePoint**, transforming complex data and collaboration needs into intuitive, user-friendly experiences and designs.
- Explore and apply **Generative AI concepts** to accelerate ideation, prototyping, and knowledge discovery within design and product teams.
- Championed accessibility best practices (WCAG) and information architecture standards to improve content findability, employee engagement, and leadership communication as part of **Cisco's** internal 3P team's websites and platforms. Collaborated across departments, including **HR, IT, Operations, Engineering, and Corporate Communications**, to translate complex organizational needs into intuitive, standardized digital experiences.
- I prioritize understanding user needs and workflows, conducting user research and testing to refine designs iteratively. By integrating best practices in design thinking, I ensure that the solutions I create are not just tools, but integral parts of the user's daily workflow and more.

### Fullscript / Senior product designer

Sept 2022 - April 2024

- Working to enhance and update legacy market leader applications with modern and clean UX and design.
- Creating extensive and detailed sitemaps, customer journey maps, mood boards and overall high levels of contribution to research and development phases of ongoing projects.
- Slowly mentoring and sharing my knowledge and experience with junior design team members.

### Accenture / Senior UX/UI designer

Aug 2020 - Nov 2022

- Conducted competitive analysis and market research assessments for our software application's design structure, visual branding, and go-to-market strategy.
- Creating user flows, wireframes, and clickable prototypes for executive and C-suite level members of Accenture for proof of concept work and prototypes.
- Introducing and raising design maturity within the product and development teams.

### **Sycle / UI/UX Designer**

Jul 2019 - Dec 2021

- Conducted market assessments for due diligence and corporate strategy reports in the Healthcare, IT and software.
- Create user flows, wireframes, and prototypes to define simple and intuitive experiences for users.
- Constantly re-evaluate and iterate on product interfaces and UX design based on user and client feedback and measured performance bottlenecks.

### **SkyHive Technologies / Lead UI/UX Designer**

Jul 2018 -Jul 2019

- Prepare low-fidelity to high-fidelity mockups using prototyping tools such as Sketch/Illustrator/Photoshop/Invision/Marvel.
- Validate mockups and functional workflow iteratively to ensure the teams ( product management and development) are all on the same page, championing the end-user and keeping in mind frameworks such as AngularJS, CSS, HTML
- Best practice development with respect to user experience (UX), especially with respect to UI.
- Creation of marketing and visual designs for business, marketing, and sales departments respectively.
- Working closely with development teams to implement designs and champion design and function.
- Finalist in Vancouver UX Awards 2018 for the product category

### **CCN / Senior UI/UX Designer**

Aug 2017 - Jul 2018

- Design functional, interactive flows and features for various key products
- Collaborate with various teams (developers, QA, business/marketing, and Sales) within a full-fledged Agile software development environment.
- Setting up work to be ready for front-end development work as required, with a heavy focus on HTML and AngularJS.
- All throughout the project deadlines were met by initiating daily scrum meetings and by using lean UX methodologies.

### **ADP Canada / UX Designer III**

May 2014- Jun 2017

- Working on design changes for web products for better client/consumer outlook and usability, branding, and marketing imagery.
- Closely working with project managers/product owners on important decisions and design choices to influence and provide an increase of anywhere from 10-20% increase in user traction and experience.

- Wireframing complex and detailed flows based on user experiences for both desktop and mobile applications.
- High/low fidelity mockups.
- Extremely quick turnaround time for designs, interactive mockups and prototypes in Invision.

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## Education

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### Capilano University / Degree

Sept 2010- May 2011

Graduate of the 3D animation course at Capilano University, where I gained knowledge and skill in the following but not limited to, software: Zbrush, Maya, Softimage

### Vancouver Film School / Diploma

Sept 2005- Jun 2006

Studied all aspects of classical animation from keyframe drawing, timing, storyboarding and more to completion of a student film at the end of the program.