Graphic Designer \ UX \ UI Designer

**Tal Barel**

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**Summary**

* **4+ years of experience** as **Graphic Designer \ Creative Designer.**
* Proficiency working with **Figma** (design and prototyping) and **Adobe Creative Cloud**, **Illustrator**, **InDesign,** and **Premiere.**
* Experience in **designing web, mobile** and **social media applications.**
* Proficient in visual design and aesthetics, including **typography**, **color**, and **layout**, as well as **mobile** and **desktop UI.**
* Working knowledge of **UI design** deliverables: Sitemaps, **user flows**, **wireframes**, low-fidelity and **high-fidelity** layouts, and **prototypes.**
* **MFA** in **Fine Arts,** Cum Laude, **Pratt Institute,** New York.
* **BFA** in **Photography**, Cum Laude, **Bezalel Academy of Art and Design.**
* **Diploma in UX/UI Design**, Netcraft Academy.
* Highly creative, **Pixel-perfect** with attention to the **smallest of details.**
* **English** - native level, worked in the **USA.**

**Experience**

2018 - Present **Graphic Designer \ Creative Designer \ Art Director**, Freelance

* Coordinate and manage all elements of the **production** from **concept** to **visualization**.
* Provide **graphic design** and image retouching services.
* Work closely with a **variety of clients** to ensure the **final product** meets their satisfaction.
* Able to perform complex **digital manipulations**.
* Utilize multilayered nondestructive **editing processes**, and maintain a seamless workflow and **digital asset organization.**

2015 - 2020 **Art Guide \ Lecturer**, **Chelsea Gallery, New York**

* Developed tour programming, **conducted research,** and studied new material on a weekly basis.
* Used strong **public speaking** and **communication skills** to create an excellent **client experience**.
* Led in-depth tours for diverse audiences through art exhibitions in NYC galleries and museums.

**UX/UI Projects**

2022 **Timeli Project - UX/UI Designer - Figma, Adobe Photoshop.**

* A task management **web app designed** for product managers.
* Created in an internship program for product designers, it was designed to solve a problem for a very specific user base, but can help anyone who is interested in tracking their tasks or others’.
* Developed with **Figma, Adobe Photoshop.**
* *https://www.talbarelstudio.com/work/timeli-tz25r*

2022 **Klub Project** **- UX/UI Designer - Figma, Adobe Photoshop.**

* A location based **social media app** for clubbers.
* Based on Gen Z’s communication habits and designed to be a digital extension of the real world, KLUB allows the user to see who’s around them at the party and start a conversation in real time, making real-life interactions easier and more organic.
* Developed with **Figma, Adobe Photoshop.**
* *https://www.talbarelstudio.com/work/klub-6lh4z*

2022 **Artour** **Project - UX/UI Designer -** **Figma, Adobe Photoshop.**

* A **phone app** that maps out gallery openings and art exhibitions in Tel Aviv.
* Developed with **Figma, Adobe Photoshop.**
* *https://www.talbarelstudio.com/work/artour-98d3g*

**Education**

2013 - 2016 **MFA in Fine Arts,** Cum Laude, **Pratt Institute, New York.**

2008 - 2012 **BFA in Photography**, Cum Laude, **Bezalel Academy of Art and Design.**

**Courses**

2021 - 2022 **Diploma in UX/UI Design**, Netcraft Academy, Tel Aviv.

* **User research** and market research, creating personas, **user scenarios**, user flows, **wireframing** techniques, architecture information; **Prototyping,** and preparation for development.
* Design for a **mobile** environment, **user-centered design**, accessibility & usability, iconography, **UI patterns** & libraries, Atomic Design, design systems; **Usability testing.**
* Design and prototyping tools: **Figma, Adobe XD.**

**Core Skills**

**UX/UI** Design | **Graphic Design** | Photography | **Photo Editing** & Retouching | **Research** | Writing | Editing | **PhotoShop** | **Illustrator** | **Premiere** | **InDesign** |Lightroom | **Figma**

**Military Service**

**Reporter**, Israeli Air Force Magazine.

* Pitched, researched, and **wrote articles** for publication on all items.
* **Conducted interviews** and gathered information to develop in-depth stories.