



DIANA ANGHEL

SENIOR PRODUCT DESIGNER

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INDUSTRIES OF EXPERTISE

- Fintech
- Big Pharma
- Automotive
- B2B SaaS Enterprise

SKILLS

- Product Design
- UX/UI Design
- Data viz
- Rapid Prototyping
- UX Research
- Product Strategy
- Responsive Design
- Agile/Scrum Methodologies

SOFTWARE

Figma, Sketch, Balsamiq, Axure,
Adobe Suite

CERTIFICATIONS

Professional Scrum Product Owner
(PSPO I [scrum.org](#))

EDUCATION

Master's Degree in Architecture
*University of Architecture and
Urbanism "Ion Mincu"*
Bucharest

PFIZER

Senior UX Designer

2020 - 2023

As a Senior UX Designer at Pfizer I spearheaded the creation of various initiatives supporting the day-to-day activities of Lab Technicians, Team Managers and Site Leads. My role included UX Research, user interviews, aligning business and tech needs, rapid prototyping and product planning all while ensuring alignment with other Pfizer products. This was done through effective communication with Product Owners, Developers and internal SMEs

INTRALINKS

Principal UX Designer

2018-2020

As a Principal UX Designer at Intralinks I led the creation of new powerful analytics and data reporting tools which the platforms did not offer previously. This involved moderating remote design sprints, conducting usability testing and executing a comprehensive Information Architecture study. During my time there I also managed a team of remote team of designers ensuring the delivery of products in alignment with other Intralinks products.

GREEN HORSE GAMES

UX Designer

2016-2018

As a UX Designer at Green Horse games, I designed and developed a Facebook game predictor simulator, integrating real-life results to enhance user engagement. I managed the entire project lifecycle from wireframes to UI implementation, implementing A/B testing strategies to optimize interface usability and achieve the desired KPIs.

MAVENHUT

UX Designer

2016-2018

At MavenHut I contributed to the design and development of three leading solitaire games across web and mobile platforms. I designed IA, Wireframes and screen transitions for the first mobile game, conducted usability testing and implementing iterative improvements based on user feedback.