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Education

2018–2022

B.A in Computer Science

University of Oradea

Completed a Bachelor's degree in Information Technology, which provided me with a solid foundation in IT principles and helped develop my analytical thinking skills.

Expertise

- User Experience Design
- User Research
- Prototyping
- Interaction Design
- Design System
- A/B Testing
- Web Applications
- Responsive Design
- Wireframing

UI/UX & PRODUCT DESIGNER

Hello, I am

Andrei Tiberiu Doca

Experienced UI/UX and Product Designer with a strong background in delivering end-to-end digital solutions across B2B, engineering, logistics, food industry, and healthcare. I'm driven by creating user-centric designs that not only meet client expectations but also enhance business performance. Always open to new challenges that allow me to leverage my skills in impactful projects.

Work Experience.

UI/UX Designer

Computacenter Romania / Remote / Jul 2023 – Present

As a UI/UX Designer at Computacenter, I am currently leading the design efforts for a comprehensive warehouse management system. My role involves:

- Designing and optimizing user experiences for this large-scale system, ensuring that the interfaces are intuitive and tailored to the complex needs of logistical operations.*
- Collaborating closely with cross-functional teams to integrate user feedback into ongoing design iterations, continuously enhancing the platform's efficiency and user satisfaction.*
- In addition to my current responsibilities, I have also successfully led the UI/UX design for a B2B platform, creating a scalable, user-friendly system that aligned with the specific requirements of the business client.*

UI/UX Designer – Contract based collab.

Canary Technologies / Remote / Apr 2024– Present

Soft Skills

- Adaptability
- Problem Solving
- Critical Thinking
- Information Architecture
- Time Management
- Teamwork
- User Center Design
- Receptive To Feedback

Hobbies

- Video Games
- Juggling
- Outdoor Activities



Experience Continued.

UI/UX Designer & Graphic Designer – Contract based collab.

Varadium / Remote / Mar 2022 – May 2023

At Varadium, I contributed to the design and branding of digital products in the crypto blockchain and fitness industries. Key contributions include:

- Led the UI/UX design for a blockchain platform, contributing to increased user adoption and engagement.*
- Developed and maintained the company’s visual identity, ensuring brand consistency across all digital and print media.*
- Collaborated with cross-functional teams in an Agile environment, aligning design objectives with business goals.*
- Played a pivotal role in user research and testing, directly influencing product design decisions for better user experiences.*

UI/UX Designer – Project based collab.

Cicada Technologies / Remote / Jun 2022 – Sep 2022

At Cicada Technologies, I focused on high-fidelity design and prototyping for engineering and B2B applications. My contributions include:

- Designed an intuitive user interface for a B2B application.*
- Worked closely with clients to understand their requirements, ensuring the final product exceeded their expectations.*
- Led the prototyping efforts, providing clear and actionable feedback that guided the development process.*