

# ILAN LENZNER

Creative Director · Full-stack Designer

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## EXPERIENCE

2020 - now

**PRODUCT DESIGNER**, Bites/mybites.io

- Overseeing the user experience of the bites product from concept to launch
- researchers and content strategists
- Design end-to-end flows and experiences

2014 - 2020

**CREATIVE DIRECTOR**, GLISPA / JUSTAD

- Managed the entire design-cycle of the company's products
- Designed UI/UX architecture of JustAd's Creative Factory platform
- Created storyboard, design and development of interactive mini-games and rich-media
- Trained and provided consultancy to customers and in-house teams

2008 - 2014

**SENIOR DESIGNER**, MEDIAMIND / SIZMEK

- Designed and developed interactive mini-apps
- Created Visual effects for numerous animation projects
- Trained international creative studios

2005 - 2008

**SENIOR DESIGNER**, GORNI INTERACTIVE

- Designed and developed interactive mini-apps
- Built web-games and applications

2004 - 2005

**VFX COMPOSITOR**, DPSI

- Created Visual effects for numerous animation projects

2000 - 2004

**MARCOM OFFICER**, SCANMASTER

- Supervised marketing, communications and PR operations

## SKILLS

- **UI/UX/PROTOTYPING** --> Adobe XD | Zeplin | Sketch / Figma
- **DESIGN** --> Photoshop | Illustrator | Dimension
- **CODING** --> JavaScript | CSS
- **VFX** --> Particle Illusion | Aftereffects | Pixar - Renderman •