

Uria Graiver

Senior Product Designer

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ABOUT ME

Senior Product Designer with 5 years of experience designing complex B2B, enterprise, and customer-facing products across web and mobile, including AI-powered experiences. Experienced across the full product design process, from discovery and user research through interaction design, prototyping, high-fidelity UI, developer handoff, and implementation support. Combines strong product thinking and visual craft with experience simplifying complex workflows and information-rich interfaces, and works closely with Product and Engineering in fast-moving, ambiguous environments.

CORE SKILLS

- End-to-end Product Design and independent ownership
- Complex B2B and enterprise products
- Customer-facing web and mobile experiences
- Interaction design and complex user flows
- Information-rich interfaces and dashboards
- User research and usability testing
- AI-powered and agentic product experiences
- AI-assisted functional prototyping
- Design systems and component libraries
- High-fidelity UI and visual design

TOOLS

Figma, FigJam, Figma Make, Miro | Claude, Claude Code, ChatGPT, Perplexity, Cursor | GitHub | Adobe Photoshop, Illustrator, XD, InDesign | Storybook, MUI

EXPERIENCE

2022 – Present

Senior Product Designer (UX/UI Specialist) – Amdocs

- Design complex B2B, enterprise, and customer-facing products across web and mobile, from discovery and problem framing through detailed design, handoff, and implementation support.
- Own end-to-end design on selected initiatives as the primary designer, working directly with Product, Engineering, clients, and stakeholders.
- Translate complex user, business, and technical requirements into clear flows and polished product experiences, including dashboards, monitoring views, organizational hierarchies, roles and permissions, and operational workflows.
- Design customer-facing self-service journeys across web and mobile, simplifying multi-step experiences and supporting clear decision-making.
- Design AI-powered products in which specialized agents perform multi-step work, including recommendations, automated actions, approval points, and human review.
- Conduct stakeholder and user interviews, competitive research, benchmarking, and usability testing to inform and validate design decisions.
- Build and contribute to design system foundations, reusable components, variants, variables, patterns, and documentation in Figma, working closely with Engineering through MUI and Storybook.
- Use Claude Code, Cursor, Figma Make, and other AI tools for research, ideation, exploration, and functional prototyping, then refine solutions in Figma for detailed design and implementation.

2017 – 2022

Exhibition & Experience Designer - Tamooz Marketing Communication

- Designed end-to-end physical and digital experiences for international clients, from early concept through detailed design and final delivery.
- Translated business and client needs into clear experience concepts, balancing functionality, user flow, visual impact, and production constraints.
- Developed visual concepts and design languages with strong attention to hierarchy, composition, and detail.
- Managed multiple projects independently under tight timelines while collaborating directly with clients, engineers, suppliers, marketing teams, and production teams.

EDUCATION

- **B.Des, Industrial Design**
  Shenkar College of Engineering, Design and Art, 2012 – 2017
- **User Experience & User Interface Design**
  Netcraft Academy, 2021

LANGUAGE

- **English - Fluent**
- **Hebrew - Native**