



Uria Graiver

Senior UX/UI Designer | Product Designer

ABOUT ME

Senior Product Designer with a strong UX/UI focus and 5 years of experience designing customer-facing platforms, self-service journeys, B2B systems, and AI-driven product concepts. Skilled in translating business and product requirements into clear user flows, polished interfaces, and scalable design solutions, while collaborating closely with product, development, client, and design teams.

EXPERIENCE

2022 – Present

UX/UI Specialist – Amdocs

- Lead end-to-end UX/UI flows for complex enterprise and telecom products, from early concept and product definition to detailed design and developer handoff and implementation support.
- Design customer-facing platforms, self-service journeys, B2B portals, and AI-driven product experiences within large-scale enterprise systems.
- Translate business, product, and technical requirements into clear user flows, high-fidelity UI, and scalable design solutions.
- Shape new product concepts and visual direction and design language, helping stakeholders understand, validate, and move ideas forward.
- Design and adapt design system components and reusable UI patterns in close collaboration with design system and development teams to support consistency and scalability.
- Partner closely with product managers, developers, clients, and design teams to align user needs, business goals, and implementation constraints.

2017 – 2022

Exhibition Designer – Tamooz Marketing Communication

- Designed physical and digital brand experiences for international clients, from early concept and spatial storytelling to detailed planning and final delivery.
- Translated client goals into clear experience concepts, balancing visual impact, functionality, visitor flow, and production constraints.
- Collaborated with clients, suppliers, and cross-functional teams throughout the process, including concept development, design detailing, cost estimation, and on-site supervision.

CONTACT

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SKILLS

Design & Product

- End-to-End UX/UI Flow Design
- Product Concept Development
- UI Design for Customer-Facing & B2B Platforms
- AI-Driven Product Experiences
- Interaction Design & Prototyping
- User Research & Design Validation
- Component-Based Design & Design Systems
- Visual Direction & Design Language
- 3D & Spatial Experience Design

Technical Tools

- Figma, FigJam, Figma Make, ChatGPT, Perplexity, Cursor
- Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe InDesign
- Rhino, SolidWorks, KeyShot, Vectorworks

Soft Skills

- Client Communication & Presentation
- Problem Solving & Real-Time Iteration
- Time Management & Meeting Tight Deadlines
- Self-Learning & Continuous Improvement
- Team Collaboration & Cross-Functional Work

EDUCATION

- 2021
Netcraft academy
User Experience and User Interface design
- 2012-2017
Shenkar. engineering. Design. art.
B.des Department of Industrial Design

LANGUAGES

- English – Fluent
- Hebrew – Native