

Efrat Kariv Marianer

User Experience Designer

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[My Portfolio](#)

EXPERIENCE

Freelance, Remote — UX Designer

October 2021 — Today

- Designing solutions with a user-centric approach for traditional 2D digital experiences and for Extended Reality, Augmented Reality, and Interactive Video experiences.
- Owning the entire UX design process, including but not limited to user research, usability testing, defining and designing digital solutions for clients in USA and Israel.
- Working closely with clients stakeholders from business, product, design and R&D teams.
- Working closely with customers and users, using various UX research methods to validate and inform design decisions.
- Facilitating remote usability tests to discover opportunities and identify users' pain points.
- Performing UX audit upon clients request, providing detailed reports and recommendations for improvements.

Dino Tech Solutions, Remote — Project Manager & UX Designer

Jan 2021 — Nov 2021

- End-to-end project management of various B2C, B2B, and B2B2C digital products.
- Client management of local and international clients as the main touchpoint for stakeholders.
- Managing and prioritizing in-house R&D team backlog to ensure timely and quality execution of team tasks.
- Interviewing client stakeholders, generating product documentation such as product requirements (PRD) and specs.
- Producing product sketches, user flows, wireframes and prototypes for complex systems, client-facing and admin.
- QA for every client delivery, ensuring the projects meets the product requirements, testing and reporting bugs and issues.

Particle3 Inc, New York — Digital Producer

Jan 2018 — July 2020

- End-to-end project management of various digital experiences & interactive narratives.
- Working closely with R&D and QA partners to deliver

SKILLS

- Preliminary research
- Competitor analysis
- Usability testing
- User interviews
- Stakeholder interviews
- Team collaboration
- Team management
- Design work priority
- UX operations
- Visual QA
- UX QA
- UX for immersive experiences
- XR (AR & VR) UX design
- UX Audit
- Prototyping
- XR Prototyping
- Product oriented
- Business understanding
- Self motivation

LANGUAGES

English - Fluent
Hebrew - Mother tongue

successful projects.

- Client management as the main touchpoint for stakeholders regarding production, development, and deliveries.
- Requirements gathering from stakeholders and leading R&D teams through execution and deployment.

EDUCATION

University of Haifa (External), Tel Aviv — *UX Designer*

February 2021 — October 2021

Frontal masterclass for UX design and psychology. Frontal lectures and practical experience through home, class exercises and a personal final project.

Hands on Games, Tel Aviv — *Game Development in Unity*

February 2023 — June 2023

Frontal masterclass for game development in Unity. Frontal lectures and practical experience through home, class exercises.

Tel Aviv University, Tel Aviv — *BA Degree in Film & Television*

October 2012— July 2015

Graduated with honors. Developed proficiency in film screenwriting, production, and post-production.