

Nizan Zahavi

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About

Experienced UI/UX Director and a hands-on designer with a demonstrated history of working in the cyber-security software industry. Formerly worked as a developer and a UI team leader. Over 19 years of experience as a product/UX design leader. Focused on user-centric design. Organized, independent, and flexible team player.

Portfolio <https://nzahavi.com/ui>

Professional Experience

2021-Present **Director, UX/UI, Deep Instinct**

- Lead the UX and visual design of the company's products.
- Collaborate with all teams (R&D, Product, Marketing) and solely responsible for all product designs.
- Hands-on designer of all the company's products.
- Built a detailed Figma infrastructure for creating any screen of any product of the company.
- Led a 3rd party international team and created a design system from scratch (all building blocks and screens) for a large SaaS product.
- Created detailed usability tests to examine new product concepts, features, and processes.

2016-2021 **Manager, UX, Forcepoint**

- Managed an international UX team (Israel, US, Ireland). Mentored team designers and led principal designers.
- Worked closely with product management to define use cases and personas for security and cyber threat intelligence products.
- Collaborated with product managers and engineers to define, design, and deliver cyber-security products.
- Led the UX and visual design of data security products in the company.
- Translated complex business requirements into intuitive, innovative, and user-friendly designs.
- Designed low-fidelity and high-fidelity mockups using Figma, Sketch, InVision, and Adobe Suite.
- Designed cloud and on-premises products with large amounts of data and human interaction.
- Hands-on designer of Forcepoint DLP – one of the leading data-leak-prevention solutions in the market.
- Guided new employees and customers on the core DLP product.
- Worked on migration from Sketch and InVision to Figma.
- Built a design system from scratch including UX patterns and visual design.
- Worked in an Agile-SCRUM environment while managing several project timelines and priorities simultaneously.

2007–2016 **Manager, UX, Websense (acquired by Raytheon)**

- Managed the DLP product UX design as the sole designer in the Israeli offices.
- Collaborated with the UX teams around the world (mostly US and UK).
- Worked closely with VP RND, Marketing, Product, and Development teams to define and design the new product features within an Agile environment.
- Created designs from quick low-fidelity mockups through interactive prototypes using Balsamiq and Sketch.
- Validated design usability through testing low-fidelity and high-fidelity prototypes, analyzed the results and presented the design solutions to stakeholders and development teams.
- Interviewed customers in Israel and abroad. Worked closely with customers to define requirements and needs.

2005-2006 **Principal User Experience Design Engineer, PortAuthority Tech. (acquired by Websense)**

- Created a complete start-to-finish UX design of DLP (Data Leak Prevention) including system analysis, usability design, and usability testing. This is one of Gartner Magic Quadrant's leading DLP products.

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-Page 2-

- Single-handedly created fully functional application demo in .NET (C#) providing development teams with a working model of the entire system – designed graphics in Photoshop enabling a realistic demo of the final version.
- An integral part of the steering committee for feature implementation and definition – including system analysis, specification documents, and user interface design detailed specs.
- Developed and ran extensive usability testing to verify workflow, usability, and user-friendliness - including customer visits, results' analysis, and translation of the results into practical features.
- Worked with VP R&D and Product Management (reported directly to VP R&D); worked directly with Project Management and R&D team leaders to aid in the implementation of usability features.
- Innovated usability solutions transforming the product from MMC-based menu-driven interface to process-driven user-friendly web application.
- Managed graphic artists who created all graphic design elements in the products.

1999–2005

Team Leader - Applications, Check Point

- Managed a UI team that created interfaces' functionality/usability and development of five products.
- Designed client and web applications for Service Providers and Enterprises.
- Analyzed usability and interface needs of the product, wrote high level design documents specifying functionality with emphasis on usability and user experience.
- Recruited software developers to the team; led employee appraisals for all team members.
- Implemented and developed Windows Client applications in C++ (MFC).
- Led the UI migration of a large-scale application from C++ to .NET.

Technology

- Figma, Sketch, InVision, Abstract, Adobe Suite, Balsamiq Mockups, Axure
- Jira, Confluence
- C++, MFC, C#, HTML, CSS

Education

Tel Aviv University

B. Sc. Computer Science, Statistics and Operations Research

Excellence in Information Systems, System Analysis, Computer Graphics

Supplementary Courses

- UX Design Tools: Axure - Lynda.com
- HTML Essential Training – Lynda.com
- Certified ScrumMaster – Scrum Alliance
- User Interface and Human Engineering 4x4 – John Bryce (24 hours)
- .NET – SELA Group (40 hours)
- Management – Eltal (70 hours)
- Management – TACK (40 hours)
- C++ Implementation of Design Patterns – SELA Group (40 hours)
- SqlPlus, SqlForms and Sqr – Oracle

Languages

English – Excellent

Hebrew – Native speaker

Hobbies

Oil and Acrylic painting

Drawing

Photography

Picture and video editing

Crafts and furniture restoration