

Mor Eitan

UX/UI Designer & Graphic Designer

EDUCATION

Studio 6b- Graphic Design and UX/UI Course | 2019-2021

Gained proficiency in design tools such as Adobe XD, Photoshop, Illustrator and studied user experience (UX) and user interface (UI) design principles, including wireframing, prototyping, and user research.

IDF Service- 3 Month Software Program | 2016

Learned to create presentations with advanced features in Microsoft Powerpoint and gained skills in Adobe Photoshop for image editing.

SELF STUDY & CERTIFICATIONS

Udemy- Accessibility for UX Designers | 2024

Learned the principles and guidelines for creating accessible digital experiences including designing for screen readers, keyboard navigation, and ensuring compliance with WCAG standards.

Udemy- Figma UI UX Design Essentials Program | 2024

Studied core and advanced features of Figma, including wireframing, prototyping and design workflows.

WORK EXPERIENCE

Morchu | CEO & Founder

2019 - Present

- Managed and optimized social media content creating process for a 1-person team with a combined following of 230k followers across TikTok and Instagram, resulting in a 30% increase in overall engagement metrics.
- Developed and executed innovative content strategies to increase engagement.
- Collaborated with top art brands to secure sponsorship deals.

21Draw | Watercolor Painting Course Creator

2023-2024

- Created comprehensive lesson plans, video tutorials, and instructional materials covering various watercolor techniques.
- Edited and narrated instructional videos, delivering step-by-step guidance to enhance the learning experience for students
- Managed the entire video editing process, high-quality content and visual storytelling.

Lemonplay- UX/UI & Art Designer

2021-2023

- Acted as the only designer in the team, responsible for creating and implementing visual elements for a game app.
- Collaborated closely with manager and programmers to develop wireframes, ensuring alignment with the game's user experience.
- Played a key role in the end-to-end design process of the game app, from initial wireframes to final visual design, ensuring a cohesive user interface.
- Gained hands-on experience in a fast paced startup environment, learning and adapting to various challenges in the design process.

CONTACT

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PORTFOLIO

www.moreitan.com

SKILLS

- UX & UI Design
- Prototyping
- Wireframing
- User Research
- AI
- Usability Test
- Accessibility

DESIGN TOOLS

- Photoshop
- Illustrator
- XD
- inDesign
- Figma
- FigJam
- Wix Editor
- iMovie

LANGUAGES

Hebrew- Native

English - Fluent