Amitay Wainztein

Senior UX/Product Designer | Data-Driven Design | Design Systems Expert

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Portfolio: www.amitay-wainztein.com

PROFESSIONAL SUMMARY

- · Lead and Mentor the Creative team
- Senior UX/Product Designer with 10+ years of experience designing complex B2B SaaS platforms, including Fintech and cybersecurity systems.
- Expert in building full-scale design systems, executing User Research and A/B testing, and delivering data-driven UX across responsive web and mobile applications.
- · Proven leader in cross-functional collaboration and high-impact design delivery.

CORE COMPETENCIES

- UX/UI Design (Web & Mobile)
- · B2B SaaS & Fintech Platforms
- User research and A/B Testing & Optimization
- · Data-Driven Product Design

- Design Systems (Figma, Sketch)
- · Prototyping & Usability Testing
- · Cross-Functional Collaboration
- · Agile & Scrum Methodologies

PROFESSIONAL EXPERIENCE

· Akamai (formerly Guardicore)

Senior UX Designer | 2020 - 2023

- Led UX for a global cybersecurity SaaS platform in collaboration with product, R&D, and data teams.
- Built a complete end-to-end Figma design system: style guides, grid systems, component libraries, and interaction patterns.
- Conducted A/B testing on high-impact user flows for thousands of users, increasing adoption and engagement.
- Ensured accessibility and responsiveness across platforms with pixel-perfect implementation.

AT&T

Senior UX Designer (External Studio) | 2017 – 2019

- Designed responsive UX for B2B SaaS interfaces, from research to final delivery.
- Created wireframes, prototypes, and conducted usability tests to refine user journeys.
- Integrated user data and feedback to enhance task flows and efficiency.

· Amitay W Studio

Founder & UX/Product Consultant | 2014 - Present

- Delivered end-to-end UX projects for startups in SaaS, EdTech, and digital services.
- · Specialized in UX strategy, branding, and conversion-oriented interfaces.
- Applied A/B testing and behavioral data to optimize flows and KPIs.

· Be.Creative Lab

VP Creative | 2011 - 2014

- Designed hybrid physical-digital UX experiences in gaming and interactive toy ecosystems.
- Co-creator of modular interface tools; registered patents for user interaction technologies.

· Unisfair & YCD Multimedia

Creative Director (Early Career) | 1999 - 2009

• Led UI/UX for digital media systems and enterprise virtual environments.

EDUCATION

- Gerrit Rietveld Academy, Amsterdam –
 B.A. in Art & Design
- Royal Netherlands Academy of Arts and Sciences, Utrecht – Design Studies

PORTFOLIO & PATENTS

- · Portfolio: www.amitay-wainztein.com
- Holds patents in Toys innovation, optics, mechanical design, and digital interfaces.