

PETER JAVORKAI
Product Designer & Developer



ABOUT — I take colour, shapes and boring numbers to mix it with design and code through user experience, which feels like second nature and generates revenue plus happiness.

WORK EXPERIENCE — adidas 2018_08–
Product Designer
Providing speed, efficiency and consistency through the adidas design language and beyond. Collaborate with external agencies and different segments like digital retail and third party agencies.

adidas 2016_04–2018_07
UX/UI Designer
Responsible to explore, define and produce joyful and effective interface designs to create delightful customer experiences on multiple devices.

Leo Burnett Creative Agency 2015_11–2016_03
Digital strategist
Explore trends and innovation with clients to help them integrate the latest offerings from technology into their integrated systems.

HYPEANDHYPER 2012_02–2016_10
Co-Founder, Designer
Starting an online design magazine seemed like a breeze, but it wasn't. Through the years I've learnt a lot through startup culture, the design industry, team management and product development in general.

TOOLING — Sketch, Figma
Photoshop, Illustrator
Abstract
Maze
Protopie
HTML, CSS, Javascript
React
Ruby on Rails

SKILLS — User-centered design
Responsive design
Grid-based layouts
Design systems
Rapid prototyping
Product development

AWARDS — Global AI Hackathon
Poopicorn
2017
Cannes Lions Gold × 2
Samsung See Colors
2016
Techcrunch Hackathon
Jobbble
2016

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