



Noa Dvoskin

Experience Designer
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Press

August 2017

[Meet Noa Dvoskin, Co-Founder of VillageHunt](#)

Interview with 'Moms Can Code'

July 2017

[Shopping for Your Little Ones Just Got Easier Thanks to These Local Parents](#)

Interview with 'Seattle's Child'

Public Speaking / Exhibits

2017 - Seattle, WA

[School of Visual Concepts](#)
Instructor

2010 - Portland, OR

[IDSA Oregon Chapter](#)
Lecturer

2006 - Tel Aviv, Israel

[In 2nd Gear, ID Exhibition](#)
Presenter

2006 - Israeli International Airport

[Product Design Group Exhibit](#)
Presenter

2005 - Museum of Israeli Art, Israel

[Egalitarian Synagogue Design](#)
Presenter

2005 - Israel Museum, Jerusalem

[Design & Technology Conference](#)
Lecturer

2005 - Eretz Israel Museum, Tel-Aviv

[2nd Ceramic Biennale](#)
Presenter

2004 - Redmond, Washington

[Microsoft Research Design Expo](#)
Lecturer & Booth Presenter

EXPERIENCE

2016-2018

[VillageHunt - Seattle, WA](#)

Head of Design & Product

VillageHunt is a startup I co-founded with the goal to simplify e-commerce with community-driven product reviews.

2016-2017

[School of Visual Concepts - Seattle, WA](#)

UX Instructor

Taught multiple 5-week evening courses on prototyping tools for experience designers

2012-2015

[Expedia - Bellevue, WA](#)

Experience Design Specialist

Researcher and designer for the Voyager Agent Tool, a telesales and customer service tool for Expedia call centers. Granted 'Product Hero'.

2011-2012

[The Garrigan Lyman Group - Seattle, WA](#)

Senior UX Architect

Contract position, provided user research, interaction design, experience strategy, usability testing, and project management for clients such as Microsoft and TireBuyer.

2010-2011

[SMITH - Seattle, WA](#)

Senior UX Architect

Responsible for conceptualizing, designing, and communicating user-centered design solutions for clients including Microsoft, T-Mobile, Precor, and Adidas.

2009-2010

[Microsoft - Redmond, WA](#)

Senior Product Designer

Icon artist & illustrative graphic designer for Windows 7.

2006-2009

[TriPlay, Inc. - Tel Aviv, Israel](#)

User Experience Team Lead

Managed the UX team, responsible for user research, information architecture, interaction design, usability, and web analytics.

2005-2006

[TriPlay, Inc. - Tel Aviv, Israel](#)

UX & Visual Designer

TriPlay was a start-up that developed media communication solutions across Mobile, TV, and Web-based platforms. I was recruited by my university professor right out of school.

EDUCATION

2003-2005

[Bezalel Academy for Art & Design, Jerusalem](#)

Master of Industrial Design, Magna Cum Laude

1999-2003

[Bezalel Academy for Art & Design, Jerusalem](#)

B.F.A. - Ceramics & Glass design, Magna Cum Laude

AWARDS

2012

[GCO Team, Expedia](#)

Product Hero: "for jumping right in and innovating the UX for our most complex product"

2011

[Project Management Academy, SMITH](#)

Best Presentation Award

March, 2009

[Filter Talent](#)

Selected as Featured Artist of the Month

2005

[Kolech, the 4th International Conference in Israel](#)

Third place, The Synagogue as an Egalitarian Space

2004

[Microsoft Research Design Expo, Redmond, Washington](#)

Memory Box project selected as Most Outstanding Innovative Idea