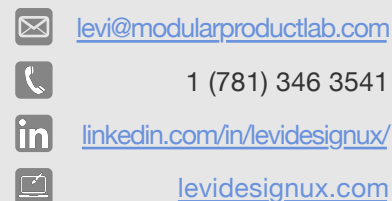


Levi (Levente) Csányi

Director of Product Design & Management

19895 Alderwood Cir
Bend, OR 97702



PROFILE

- 20+ years of experience in user-centered design from high-level processes to design delivery.
- Proven track record driving highly complex projects across different business units and disciplines.
- Solid expertise in implementing cutting-edge technology in both fast-moving and highly innovative agile or lean environments.
- Strong leadership and organizational skills: coaching and mentoring designer teams in both UX and UI design.
- Excellent business partnering skills providing first-class services across different countries.

PROFESSIONAL EXPERIENCE

Modular Product Lab - Bend, OR

12.1.2019 - present

Co-Founder

Building and managing a successful consulting business, which is empowering leaders to deliver inspired products. Mentoring professionals, coaching leaders. Helping startups to come out of stealth mode and go to market with a strong market strategy, robust toolset, and solid metrics and processes.

We have a track record of delivering over 1,000 product releases, across a wide range of industries, on desktop, mobile, VR, and web environments.

Parallel to managing Modular I engage with the following projects as well:

Startups 4.2021 - present

Strategic Advisor

I enable C-level executives to achieve success by advising on Product Strategy. A couple (IN, Levelpath) came out of stealth mode already, and are available on the market and ready for customers. As an advisor, I have a deep passion for assisting early-stage businesses in the software industry focused on Data Analytics & AI.

ADPList.org 9.2021 - present

Mentor

Mentoring design and product management juniors and professionals to help them grow in their field. My mentees grow fast, and their reviews speak for their appreciation, but my reward is when they achieve their goals. I got awarded as the Top 1% global mentor in 4 different months.

TopTal 4.2022 - present

Design Director

Toptal is an exclusive network of experts in the world, with a diligent screening process designed to measure subject matter expertise, professionalism, and communication skills. I got accepted to the community so I can pick challenging small projects to keep my design skillset sharp and competitive.

Amplion (acquired by Science and Medicine Group) - Bend, OR

3.18.2019 - 11.21.2019

Director of User Experience

Built and orchestrated a design team and processes for an agile startup company. Designed a foundation of a new product platform and released 2 products for Diagnostic and Pharma companies to expand their business by understanding a complex-big data field of biomarker evidence leveraging Natural Language Processing. Conducted research and distilled it into Personas and market insights. Created hands-on prototypes with the product and dev team to enable agile work with quick turnaround time.

PROFESSIONAL EXPERIENCE (CONTINUED)

WuxiNextCODE (became Genuity Science) - Cambridge, MA

10.25.2017 - 12.31.2018

Product Manager

Released the first version of PhenoCODE, which enables pharmaceutical companies, bioinformaticians, and population geneticists to discover biomarkers, drugs, or define cohorts. Designed new architecture for Phenotype Catalog to enable researchers to explore UK Biobank and other phenotypic and multiomic data. We empowered dozens of researchers to access half a million individuals across thousands of phenotypes.

Senior User Experience Architect

Designed Modular Platform and best-in-class AI solutions for pharmaceutical and clinical use. Consolidated artifact delivery system across different disciplines. Conducted user interviews and competitive research to redefine personas, and product goals.

Oracle - Cambridge, MA

5.11.2015 - 9.6.2017

Principal User Experience Designer

Delivered high-quality and intuitive design wireframes, user flows, and interactive prototypes for Big Data Discovery, Data Intelligence Platform, and Analytics Cloud. Redesigning data wrangling framework from the foundation (Transform) for Big Data Discovery. Developed SaaS standards. Organized and executed usability tests. Coordinated product usage analytics solutions, and collaborated 3rd party solutions. Invented machine learning and rule-based recommendations for Analytics Cloud.

Graphisoft North America - Waltham, MA

1.7.2013 - 4.1.2015

Design Consultation & Customer Support

Managed client relationships and ensured clients' needs are met. Cooperated with different business units across countries, funneled field info, and delivered visual reports to executives. Demonstrated products & solutions online and live in front of a 300+ audience. Developed training and chaired user group meetings as well as design council.

Graphisoft R&D Zrt - Budapest, Hungary

1997 - 2012

Design Director (Product Designer IV)

2009 - 2012

Led and coached a team of 3 UX and UI designers. Directed and maintained ArchiCAD UI and BIM Cloud consistency. Designed BIMx - Integrated, context-sensitive 2D & 3D building project navigation (nominated and selected as the best app for architects, released on iOS, Android, Mac, and Windows).

Lead Designer

2004 - 2009

Managed graphical designers to recreate a new look for ArchiCAD. As a part-time IC still delivered simple and elegant UX Design solutions for complex problems. Designed and released a product for Oculus Rift VR glasses. Conducted user research with INTERFACE (heart rate variability monitoring system), which method was patented through my home university.

Product Designer

2000 - 2004

End-to-end design with research – introduced game-like navigation into the CAD industry. Invented Project Navigator, which helps to organize plans and creates comprehensive documentation. Redesigned Toolbox – primer UI built into a highly customizable work environment system.

Human Interface Designer

1997 - 2000

As a first designer by education, out of the university, I jumped into complex feature planning. I was part of the hiring team from the beginning and our team quickly grew to tackle our revolutionary software on the market.

EDUCATION AND COURSES

Budapest University of Technology and Economics - Budapest, Hungary	1994 - 2000
Industrial Design Engineering (Master of Science)	
Budapest University of Technology and Economics - Budapest, Hungary	1993 - 2002
STEM Teacher (Master of Science)	
Budapest University of Technology and Economics - Budapest, Hungary	1991 - 1997
Mechanical Engineering (Master of Science) - Major of Production Systems	
University of California - San Francisco, CA	2018 - 2020
Genomic and Precision Medicine (Credential ID NAPCF54Q5Q3S)	

Other Relevant courses

Human-Computer Interaction & Management

Continuously learning in NN/g, CHI, SIGGRAPH conferences (1998-2017). Gave seminars about Usability to undergraduates in Aquincum Institute of Technology (2010-2012). Certified Project Management by Szinergia Ltd (2004) and SUNY Buffalo University and Technical University of Budapest, Balatonvilágos (1996)

RELEVANT SKILLS

Professional	Product Management, Research, Analysis, UX and UI Design, IA, IxD, Wireframing, Prototyping, Incorporating MacOS/Windows/iOS, Android standards, Team Building, Coaching, Agile, Lean, ML, AI, Big Data environment
Computing	Product (Aha!, Jira, ProductPlan, Pendo, Hotjar, etc), ETL/Viz (Trifacta, Tableau, Looker, R), CRM (Salesforce, Outreach) UX (Axure, Sketch, Adobe CS, inVision, Balsamiq, etc)
Languages	English – fluent, Hungarian – native