

# Eden Wiseman

Designer

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## ABOUT

A seasoned professional in cultural entrepreneurship and independent artistry, my diverse creative journey has embraced global projects across multiple disciplines. Proficient in All cutting-edge design, illustration and editing software applications. I bring a wealth of technological expertise to Graphic Design, user experience and user interface. Fueled by qualities such as responsibility, creativity, teamwork, troubleshooting, effective time management, and dedication, I have consistently delivered impactful results throughout my career.

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## TECHNICAL SKILLS

Adobe Photoshop · Illustrator · InDesign · Premiere · After Effects · Figma · WordPress · Wix · Office

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## EDUCATION

### **Graphic Design and UI/UX Specialization, HackerU Techcelerator** (March - December 2023)

Completed a 603-hour program, mastering essential design skills with industry-standard tools like Figma and Adobe; engaged with distinguished lecturers and industry leaders to build a solid foundation for a promising career in Graphic Design and UX/UI.

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## PROJECTS

- [Pancha Podcast Productions \(2023\)](#): Executed comprehensive brand development as a freelance Graphic Designer. Conducted competitor and product research, employing tools like Photoshop and Illustrator to establish a cohesive visual language, resulting in an enhanced product identity through branding, logo design, color palettes, patterns, and mockups.
  - [Seepour.com \(2023\)](#): Led end-to-end execution of a freelance web design project, showcasing expertise in design, UI/UX, and web development to create a seamlessly integrated blog and e-commerce store; conducted thorough research, crafted product branding, developed a logo, and defined the website's design language using Photoshop, Illustrator, Figma, and Wix, with a commitment to ongoing maintenance and continuity.
  - [Sleeping Well During Wartime \(2023\)](#): Demonstrated design expertise in a therapy-focused freelance project by developing and donating an online guide to the local community; managed content, conceptualized illustrations, and formatted the guide using Adobe software, with a primary focus on Photoshop and InDesign for impactful visual communication.
  - [Columbus \(2023\)](#): Applied UI/UX specialization skills during a study project to create a travel app; conducted user research, research, Sketching, crafted wireframes, Information Architecture, user flow, user personas, and designed visual elements for the interface using Illustrator google forms and Figma, resulting in a user-centric application with intuitive user flows and interactive prototypes.
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## EXPERIENCE IN OTHER FIELDS

### **Manage, The Mill Art Center** (2021 - 2022)

Led the transformation of an ancient factory into a dynamic cultural complex, overseeing project establishment, financial management, operational team management, and comprehensive advertising and marketing efforts.

### **Project manager, Kenar Productions** (2018 - 2021)

Distinguished producer specializing in film, television, and digital media, consistently delivering projects on time and within budget constraints, showcasing a passion for high-quality content creation.

### **Freelance Choreographer, dancer, multidisciplinary performance and installation artist** (2011 - present)

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## Languages

English - Intermediate | Hebrew - Native