Simona Tóthová

Nationality: Slovak

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Date of birth:

Gender: Female

✉ **Email address:**

🌐 **Website:** https://www.gjar-po.sk/~simona.tothova8b/o_mne.html

📍 **Address**:   08001 Prešov (Slovakia)

ABOUT ME

I am a student planning to study computer science at university from next year. I am looking for opportunities to get work experience in the field I am most interested in, namely UX design.

WORK EXPERIENCE

Shop assistant
Nebbia [01/07/2021 – 31/08/2021]

City: Prešov
Country: Slovakia

work with the cash register, customer service, keeping order in the store

EDUCATION AND TRAINING

Student
John Adam Rayman Grammar School [02/09/2021 – Current]

Address: Mudroňova 20, 08001 Prešov (Slovakia)
https://www.gjar-po.sk/

Google UX Design
Coursera - Google [01/04/2021 – Current]

https://www.coursera.org

German language - SK1 - Level A2/B1
Language school [02/09/2020 – 30/06/2021]

Address: Plzenská 10, 08001 Prešov (Slovakia)
https://jspresov.edupage.org/

LANGUAGE SKILLS

Mother tongue(s):

Slovak

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B2

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

German

LISTENING A2 **READING** B1 **WRITING** A2

SPOKEN PRODUCTION A2 **SPOKEN INTERACTION** A2

Russian

LISTENING A1 **READING** A1 **WRITING** A1

SPOKEN PRODUCTION A1 **SPOKEN INTERACTION** A1

DIGITAL SKILLS

Microsoft Office / Microsoft Word / Microsoft Excel / Microsoft Powerpoint / Google Docs / Google Drive / FIgma / Adobe XD

COMMUNICATION AND INTERPERSONAL SKILLS

Interpersonal skills

- Verbal communication
- Listening skills
- Problem-solving
- Empathy
- Reliability
- Positive attitude
- Respectfulness
- Collaboration
- Encouraging and inspiring people to do their best
- Flexibility in thinking

MANAGEMENT AND LEADERSHIP SKILLS

Management skills

I participated in an online school of management and IT skills provided by the University of Žilina.

https://drive.google.com/file/d/1emS87C5d4-mD8rDA7ZDhKr3NK_vW5Pc-/view?usp=sharing

PROJECTS

Coffeeshop Company high-fidelity prototype
[01/05/2021 – 03/10/2021]

My task was to create a functional prototype of the Coffeeshop Company café app in Figma. I conducted two pieces of research, created paper wireframes, a low-fidelity prototype and then a high-fidelity prototype of the app.

https://www.figma.com/proto/MwRJR4qNiMOisjgkvtqdH0/Coffeeshop-Company-digital-wireframes?node-id=236%3A13697&scaling=scale-down&page-id=236%3A13170&starting-point-node-id=236%3A13697

HOBBIES AND INTERESTS

Drawing

Traveling

Programming

Design

Cycling

DIPLOMAS

Create High-Fidelity Designs and Prototypes in Figma
https://drive.google.com/file/d/1FhKQo1wrRF7tz0vqLI4gXr1h_ONyXcOt/view?usp=sharing

Conduct UX Research and Test Early Concepts
https://drive.google.com/file/d/1x1ZssmS_JaZ5QpB2cST86CliZ4HzlfrE/view?usp=sharing

Foundations of User Experience (UX) Design
https://drive.google.com/file/d/1jmuk2NONJAr8tkwvGwIAdp-e3W_rtPTB/view?usp=sharing

Start the UX Design Process: Empathize, Define, and Ideate
https://drive.google.com/file/d/1jmuk2NONJAr8tkwvGwIAdp-e3W_rtPTB/view?usp=sharing

Build Wireframes and Low-Fidelity Prototypes
https://drive.google.com/file/d/1FhKQo1wrRF7tz0vqLI4gXr1h_ONyXcOt/view?usp=sharing