



CONTACT INFO

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[fRtpsW21!qA](#)

LANGUAGE

English

Full-professional proficiency

Hungarian

Native language

BALINT JAKAB



WORK EXPERIENCE

Diligent Governance Kft. - Area Lead, Staff Product Designer

OCT.2025 – PRESENT

Diligent Governance Kft. - Staff Product Designer & Mentor

MAY. 2024 – OCT.2025

i-Cell Mobilsoft Zrt. - Lead / Sr. Product Designer

JANUARY 2023 – MAY. 2024

i-Cell Mobilsoft Zrt. - Senior Product Designer

NOVEMBER 2019 – DECEMBER 2022

Bárdi Autó Zrt. - UX/UI Designer

NOVEMBER 2018 – NOVEMBER 2019

Pocket Games Kft. - UX/UI Designer

OCTOBER 2017 – NOVEMBER 2018

MITO Social Kft. - Jr. Technical Project Manager

FEBRUARY 2017 – OCTOBER 2017



STUDIES

MOME IxD - Budapest - Service Design Expert

MOME ID – Budapest - Digital Product Designer



SKILLS

Jira and Confluence

Ability to bring clarity

Notion

Comfort with ambiguity

Figma

Proactivity

Adobe CC

Consensus making

Accessibility

Assertiveness

Stable Diffusion

Ability to make alignments

Claude Code

Cross-team facilitation



WORK EXPERIENCE IN DETAIL

Diligent Governance Hungary Kft. - Area Lead, Staff Product Designer & Mentor

Oct. 2025 – PRESENT

- Leading design operations for one of the two squads overseeing five products within the Compliance and Ethics business unit.
 - Third Party Manager
 - Third Party Investigator
 - Vault
 - Survey Sync
 - Compliance Education
- Collaborating with the Design Director and the other squad lead to establish consistent workflows and operational standards.
- Contributing hands-on as a lead designer on two agentic products.
- Mentoring team members, reviewing their work, and providing feedback.
- Participating in strategic planning with PMs and developers.

Diligent Governance Hungary Kft. - Staff Product Designer & Mentor

May. 2024 – Oct. 2025

- Designing Diligent's ESG products
 - Carbon accounting system (brownfield project)
 - Targeting and scenario planning tool (greenfield project)
- Leading the ESG team's design operations to ensure effective project execution
 - Team members (2 associate product designers, 1 intern, me)
- Internship mentoring by providing guidance on design skills and fostering our intern's professional growth
- Advocating for collaborative best practices to improve cross-functional teamwork
- Contribution to the refinement of the company's design workflow for increased efficiency and consistency



WORK EXPERIENCE IN DETAIL

i-Cell Mobilsoft Zrt. - Lead / Sr. Product Designer

Jan. 2023 – May. 2024

- Responsibilities as a Lead Designer:
 - Leading subdivisions within the design team
 - Participating in the strategic planning of the design team
 - Participating in goal setting and performance measurement
 - Participation in infrastructural decision making
 - Feedback provision and mentoring
- Project work:
 - Indonesian Toll Road Management System (Web based B2B administration tool, mobile and web based B2C applications)
 - Mobiljegy Public Transport App in Hungary (iOS + Android B2C app redesign)
 - Buinding the companies design system

i-Cell Mobilsoft Zrt. - Sr. Product Designer

Nov. 2019 – Dec. 2022

- Designing a nursing activity management system for the Hungarian National Healthcare Service
- Designing the mobile and web app of the Hungarian National Electronic Ticketing Platform
- Designing a content management system for GOV related clients
- Managing web acceability fixes of GOV projects
- Designing the company's own parking app
- Co-building a design team from 3 to 10 employees in 2,5 years
- Hiring candidates
- Co-organizing an internship, and mentoring interns
- Supervising junior designers
- Educating employees about design with particular emphasis on accessibility
- Task management in Jira and experimenting in Notion

Bárdi Autó Zrt. – UX/UI Designer

Nov. 2018 – Nov. 2019

- Designing the software of a customer service kiosk that is used in retail stores
- Designing several features for the company's webshop in an agile environment
- Designing modules for the company's web based ERP system
- Designing workflow instructions in the company's warehouse for pickers
- Establishing the design infrastructure from scratch as the companies first ever UX/UI designer
- Educating developers and analysts about design thinking
- Conducting research such as interviewing, usability testing



WORK EXPERIENCE IN DETAIL

Pocket Games – UX/UI Designer

Oct. 2017 – Nov. 2018

- Designing a web based render farm monitoring tool (for an early stage start-up)
- Designing a dating app (for an early stage start-up)
- Designing 3D and 2D assets for games
- Building the company's website in WIX
- Writing functional specifications
- Manual software testing and test case writing
- Task management in Jira

MITO Social Kft. – Junior Technical Project Manager

Feb. 2017 – Oct. 2017

- HIFI Prototyping the user interface of the OTP mobile banking application in Axure RP
- Writing functional specifications of the company's internally developed ERP system
- Manual software testing and test case writing
- Research + Wireframing and UI design for the company's internally developed ERP system
- Site build (Html, css, and javascript basics)
- Resource allocation and project management
- Task management in Jira