Tudor Teisanu

I love simplifying things and clever metaphors.

Amsterdam, 1058 BV
0616106105
Portfolio
UX Writing

EXPERIENCE

ChannelEngine, Amsterdam — UX lead

JAN 2026 - PRESENT | SCALE-UP

B2B SaaS connecting sellers to marketplaces, globally. As the first designers, I've established AI ready guidelines, a pattern library, user centred ways of working, and re-designed the 15 yr. old product.

EasyPark, Amsterdam — Senior, Principle *UX Designer*

OCT 2019 - JAN 2026 | Initially Parkmobile, acquired by EasyPark in 2021

Mobile app designs for 5+ mil users in Europe. I worked on the entire process from observations, test, to wireframes, flows and high fidelity designs.

FastForward, Amsterdam — *UX Designer*

OCT 2018 - OCT 2019 | START-UP

Creating conversational UX for chatbots in FB Messenger, Viber and Twitter. I observed user data to tailor the best experience for a large amount of chatbot based features in different cultures.

Waters Corporation , Brasov/Boston— *UX Designer*

Jan 2017 - August 2018 | CORPORATE

Worked at redesigning legacy products in the biopharma industry. Collaborated closely with researcher and experts to create the new design system for desktop and mobile interfaces for lab analysis.

Danfoss, Sonderborg —*Research Project*

September 2016 - January 2017 | CORPORATE

Investigating the notion of IoT in a local heating system. The award winning outcome was a set of qualitative research findings that described the real people behind devices and numbers, with different interests.

Userspots, Istanbul —*Generalist Design Internship*

February 2016 - July 2016 | AGENCY

Collaborated with researchers in observing user purchasing behavior in the offline world that was further applied in the online shops, games and

METHODS

User centred and participatory design, interviews, observations, shadowing, workshops, affinity diagrams, cultural probes, user review analysis, design thinking process (current practice)

USED TOOLS

Claude Code, Figma, Sketch, Designbase, Protopie, Axure, Invision, Unity 3D,, After Effects.

PUBLISHED RESEARCH

Physical collaborative play

Research at VOLVO

interactions.

EDUCATION

University of Southern Denmark — *Interaction Design*

2013- 2017

The study combines the field of Engineering with the field of Design, having a focus on Human Centred methods, approaches and research.