



Danit Ben Artsi Lahav

UX RESEARCHER & PRODUCT STRATEGIST

Details and Portfolio

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Profile

Hi! I'm Danit, a Strategist & UX Researcher with a knack for human-centered design and a dedication to enhancing user experience. My quick research and skills, combined with a passion for groundbreaking ideas, make me a key contributor, transforming research into actionable, innovative outcomes for forward thinking teams and great products.

Education

2024 - Today	M.A., Bar-Ilan University Sociology - Social Psychology
2007 - 2011	B.F.A, Bezalel Academy Screen-Based Art

Courses

2023	Product Management PM101 Give & Tech
2022	Design Thinking Workshop Facilitator Discovers
2021	Usability & UX John Bryce

Languages

Hebrew	English
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Experience

2024 - Today	Freelance UX Researcher at Applause Collaborating on diverse client projects across the gaming industry. Conduct qualitative research through unmoderated surveys and mixed methods. Owned research analysis. Delivered actionable reports and presentations. Provided strategic recommendations to drive client outcomes.
2022 - 2024	Lead UX Researcher at Honeywell Cyber Security Perform UX qualitative research for global audiences with mixed methods benchmarking. Facilitate focus groups, user interviews, usability tests, and evaluations. Deliver data analysis and presentations. Define personas across products and main scenarios with user flows. Provide low-fidelity prototyping deliverables.
2021 - 2024	Founder & Owner at Hickery Pickery Combines UX research, product strategy, and design. Led brand development from concept to launch. Applied human-centered design and market analysis. Defined customer narratives and seamless user journeys. Managed product lifecycle with a focus on quality and user satisfaction. Delivered end-to-end solutions in a competitive market.
2016 - 2021	Animation Designer at SnowBall VFX Studios Shaped visual storytelling. Defining and documenting design procedures. Ensure consistency & efficiency in the animation pipeline. Collaboration with cross-disciplinary teams. Contributed to a cohesive aesthetic across diverse projects.
2015 - 2017	Art Director, Motion Designer at a Happier TV Developed visual frameworks for VFX and motion graphics series. Managed projects from brief to delivery. Drove projects independently, exceeding creative expectations.

Volunteering

2022 - 2023	CO-Founder, Product Manager, UX at Shlomit startup Hackathon award-winning tool to detect socially excluded children.
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Skills

Problem Solving	UX Research	Analytical Thinking
Design Thinking	Usability Testing	Qualitative research
Communication Skills	Data Analysis	Skilled storyteller