Oana Alexandra Rus

freelancer, designer, maker

www.roa-works.design

education

M.Sc. Architecture & Design AAU, Denmark

B.Sc. Architecture -equiv. FAU, UTCN, Romania

soft skills

Creativity & Innovation Attention to Detail Problem-Solving Adaptability **Team Collaboration Design Thinking**

technical skills

UI/UX Prototyping Responsive Web Design Wireframing & User Flows **Branding & Visual Identity** HTML/CSS/JS Graphic & Digital Design Product & Object Design

tools

Figma Miro

Chat GPT, DALL-E

Canva

Webflow, Framer, Zeplin

Adobe Suite

Miro

My background in architecture and graphic design gives me a unique perspective on UI/UX design, allowing me to create interfaces that are both visually compelling and highly functional. This multidisciplinary foundation enables me to craft user-centric experiences that balance aesthetic appeal with practicality. I am passionate about designing intuitive interfaces that enhance user interaction and elevate digital experiences.

work experience

UI/UX designer

ROA WORKS & DESIGN SRL | 2023-present

Designed and implemented user-friendly interfaces for various projects, created landing pages, brand identities, and complete website designs, translating ideas into engaging digital experiences. Focused on accessibility, responsiveness, and modern UI trends to deliver visually appealing and functional designs.

Product designer

STRESSLESS SRL | 2020-2023

Tully is a wearable device designed to help children track and manage their emotions using Al-driven biometric insights. I contributed to its product design, prototyping, and UI/UX, ensuring a seamless integration between hardware, software, and branding. My work included refining the bracelet's physical design for intuitive use, shaping the Kickstarter campaign and designing the companion app for real-time emotional tracking. This project deepened my understanding of how design, technology, and business intersect to bring innovative products to life.

UI designer

SIFO INC 2019-2020

As a UI Designer for SIFO, a subcontractor of Tesla, I was responsible for designing UI systems for heavy-operating machinery in the Tesla solar tiles factory in Buffalo. My role involved creating intuitive and efficient interfaces tailored for industrial environments, ensuring usability, safety, and seamless operator interaction. Due to NDAs, I cannot disclose specific details or graphics, but this experience strengthened my ability to design complex, highperformance interfaces for cutting-edge manufacturing technology.

Graphic designer

ROA WORKS & DESIGN - freelance | 2018-present

As a graphic designer, I specialize in brand identity, logo design, and visual communication, creating strategic and impactful designs. My work focuses on clean, timeless aesthetics that enhance brand recognition and engagement across various industries.

Architectural designer

NEXT DESIGN, SQMA, MOD STUDIO | 2016-2019

As an architect, I have designed residential, commercial, and public spaces. from homes and office buildings to parks and interiors. My work integrates functionality, aesthetics, and user experience, creating spaces that are both practical and visually cohesive.

hobbies & interests









