

# KRISTÓF ACZÉL, PH.D.

**Born** 5th January 1981  
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I am a creative person with 6+ years experience in UX design, 10+ years in software engineering, combined with strong artistic skills (music and professional photography). My preferred work type is diving deep in one topic and make the most of it. My objective is to work in an environment that lets me unfold my creativity and artistic skills.

My colleagues know me as a creative and conscientious person who is always willing to help and "always has alternative ideas". I prefer working in a youthful environment where I can dedicate my work to reaching a goal that has my personal interest and enthusiasm.

## EDUCATION AND CAREER

1999 - 2004

**BUTE** - Budapest University of Technology and Economics  
M.Sc in Technical Informatics (grade: excellent)

2004 - 2010

**PhD Studies** at BUTE, Department of Automation and Applied Informatics  
PhD degree (grade: cum laude)

2004 - 2014

**Research Engineer** at Nokia NRC  
**Software Expert** at Nokia Siemens Networks  
**Interaction Designer** at Nokia Siemens Networks

2014 - **now**

**UX Designer** at Zoosh Magyarország Kft.

## UX DESIGN EXPERIENCE

### Tools

Adobe Photoshop  
Adobe Illustrator  
InVision, Omnigraffle  
Paint Shop Pro, GIMP  
Vegas Pro Movie Maker  
HubSpot, WebFlow, Weebly,  
Squarespace

### Formal Trainings

Goal Directed Interaction Design at  
Cooper, San Francisco, USA  
SAP Design Thinking (2016)

User Domain Analysis

Persona creation

Wireframing

Pixel-ready design

Prototype creation

Branding

Icon and logo design

### References

Profile 90 scouting platform  
Tixserve Digital Ticketing  
Vendit on-line sales tool  
Vodafone Global  
Bonafarm  
MyEnergi

# TECHNICAL EXPERIENCE



Web Portal Development



Content Design for  
Telco Business Intelligence



E2E Applications  
(Symbian, Windows  
Mobile, Blackberry)

## Programming languages

C++

C#

Adobe Flash

Java & Java ME

SQL

PHP

HTML + Javascript + CSS

## PH.D. Separation of Polyphonic Recordings Using Instrument Prints

The most interesting cases of sound manipulation are those polyphonic recordings that for some reason cannot be retaken (e.g. old recordings). Neither are there any musical fragments available to be used in place of the incorrect notes in these recordings, nor is the multichannel representation available.

In these cases altering the musical structure in any way requires the decomposition of the signal. The goal of my research was to investigate the problem of sound source separation and propose methods in this field that are particularly applicable to polyphonic music signals.

## OTHER

### I speak

- ◆ **English:** Advanced language exam, fluent Regular usage of written and spoken English at work
- ◆ **German:** Intermediate language exam

### I'm good at

- ◆ Diving deep into a focus area
- ◆ Being a team player
- ◆ Understanding technology & programming languages
- ◆ Talent for arts
- ◆ Being a perfectionist
- ◆ Reliability

### I like

- ◆ Playing the piano, the guitar and the saxophone. I played in a band called The Old Show for 8 years (<http://www.theoldshow.hu>)
- ◆ Composing music, the genre could be best described as movie soundtracks
- ◆ I enjoy photography, everything from model photography through macro shots, still life to family events. I have a big collection of my photos available at my website
- ◆ (<http://aczelkri.info/photoStory.html>)

I have been doing ballroom dancing for 15 years now. I mainly do it for the joy, although I try myself on competitions from time to time.