Proficient UX/UI Designer

Versatile UX/UI and/or team leader with broad expertise across platforms and sectors, including automotive, financial/banking, marine and variety of SaaS B2B. Proven design proficiency in mobile, web, IVI, AOSP, application design standards and technical specifications. Known for flexibility in quick project ramp-up and in-depth experience in usability impact, design language systems, multicultural teamwork, process optimization, quality control, CX for ROI, and tailored client support.

I'm looking for stable work environment where I can set long-term goals, validate my design and process decisions. I prefer hybrid or on-site work, relocation is possible. FTE B2B or CoE

PROFESSIONAL EXPERIENCE SUMMARY
● Professional designer and BA with excellent conceptual and analytical skills,
● Leveraging expertise in agile methodologies (SCRUM, Kanban), design sprints, and human-centered design, creating user flows, wireframes, and prototypes to communicate concepts and interactions
● Expert in Figma, XD, Axure RP, Adobe, and maintaining a high level of polish in the final product,
● Proficient in PM Tools such as Jira, Asana, Trello, Miro, Userinterview.com, HotJar, Fullstory,
● Excellent understanding of business and its processes, build key-metrics
● Specialized in implementing KPIs/OKRs for design processes and DLS for the team,
● Great team player, helpful and positive to help deliver project on time in highest quality.

Principal UX Designer   Jan 2024 – Jun 2024
DNV (Norway – remotely)
❖ Transitioned DLS from UXPin and updated with new standard, supported the design teams with best practises and supported the implementation.
❖ Developed Common Entry Point Application based on conducted user research and usability testing results to gain insights into user behaviors, needs, and pain points, Thales licencing specification, created CJMs with technical and business teams and advanced design implementation using Figma.

Senior UX/PMO   Mar 2021 -
HSBC (Global – remotely)
❖ Created design system library in Axure based on HSBC brand guidelines and old Sketch projects.
❖ Worked closely with DAO team to deliver a new concepts of applications in AxureRP:
  • DAO – Compass / Global Data Standards & Tooling
  • Key Control Indicators and Management Information Dashboards (Executive, Management and Operational Views)

Product Designer   Dec 2022 – May 2023
Medidata (USA – remotely)
❖ Worked on discovery and design phases for software applications for the Clinical Trial SaaS company in USA. Conducted user interviews with CROs, CRAs and stakeholders to gather requirements and feedback to deliver a concept for 2 web applications: Financial Scenario Planning - Grants Manager and Schedule of Activities for Clinical Trials.
❖ Collaborated with 36 Medidata's UX designers in DLS development – new UX standards for page layouts and complex components.

UX Team Leader   May 2021 – Dec 2022
SCOPE contracted by IDEGO-GROUP (Germany – remotely)
❖ I've built a strong team of UI/UX designers from the ground up, nurtured growth and supported visionary managers in the financial world.
❖ Introduced a new design language system for all Scope's brands/products (Credit Analysis, Credit Rating, Scope Navigator, Fund Analysis, Ship Review, CRE, RSR) that was implemented successfully.

Senior UX Manager   Mar 2021 -
Authentic-Studio (UK and Hong Kong – remotely)

❖ Supported development IT services and software projects for Calastone (Liquidity dashboards, SRT).
❖ Created a huge knowledge base for design system foundations, components, best UX practices for highly complex fund management softwares.

Senior User Experience Designer
2017 - 2021

MOBICA (Łódź, Poland, TSYS in Cyprus - on-site 2018-2019, Ingenico in Edinburgh - on-site 2020-2021

❖ Key projects include GeoVsHub for fleet management solution provider – SRT; ATM Device Monitor, Advanced Customer Service, and Merchant Portal for TSYS; and development of a new Android-based payment terminal for Ingenico.
❖ Designed UI/UX for web and mobile applications in internal/sales R&D (AI, Smart Grids, CMS, web3) projects. Supported sales team to get new customers.

UI Designer
2015 - 2017

LANI PIXELS (Dubai, UAE – on-site)

❖ Designed and supported development of a new tool - project management software for 3d animation studio that was nurtured by innovative approach in people management and was crafted to optimize manpower in creative agencies.

Senior Graphic Designer
2007 - 2015

HOUSE OF BRAND Max von Jastrov

❖ Designed logos, corporate identity, style guides, design guidelines, packaging design and UX advice, WCAG audits, CMS webdesign, marketing strategy, brand direction for the clients in Poland.

University of Technology in Szczecin
2003 - 2009

(Politechnika Szczecińska, Wydział Informatyki, obecnie Zadhodniopomorski Uniwersytet Szczeciński)
Master of Science in Computer Sience / Multimedia - Informatic faculty

Product Design courses

How to build Habit-Forming Products, Gamification & Behavioral Design, Information Architecture Fundamentals, Software Architecture for the Enterprise Architect, Ux, UI and Design Thinking, Cooper Crash Course: Design Thinking, AxureRP - Comprehensive training for UXDesian, UX & Web design master course: Strategy, Design and Development

Product Management courses

Product Management 101, Agile Project Manager, Agile Delivery

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BROAD EXPERIENCE

❖ Expertise in a wide range of platforms and form factors, supporting sectors such as automotive, financial, SaaS, or marine, among others. Proven understanding of design principles for mobile, web, IVI, APIs, RCS, HR-tech, WHMCS, eCommerce and embedded systems.
❖ My academic background in Computer Science provides me with an in-depth perspective on the intersection of design and technology.
  - practical knowledge of front-end development,
  - proficiency in HTML, CSS, and PHP that bridge the gap between design concepts and product delivery by software developers, facilitating seamless collaboration.
❖ Ability to communicate effectively with developers, POs, SMEs and CTOs and other stakeholders who anticipates technical constraints, and allows me to create designs that are both visually compelling and technically feasible.

TECHNOLOGIES/METHODOLOGIES:

Atomic Design ▪ FullStory ▪ Storybook ▪ RWD (Responsive Web Design) ▪ WCAG (Web Content Accessibility Guidelines) ▪ SCRUM ▪ Agile ▪ Kanban ▪ PBR (Product Backlog Refinement) ▪ Sprint Review and Retrospectives ▪ Adobe XD ▪ Figma ▪ Design Systems ▪ Follow-ups ▪ Sketch ▪ Adobe Photoshop ▪ Adobe After Effects ▪ Blender ▪ PoC (Proof of Concept) ▪ User Experience (UX) Research ▪ User Interface (UI) Design ▪ Usability Testing ▪ A/B Testing ▪ Design Thinking ▪ User Journey Mapping ▪ Wireframing ▪ Prototyping ▪ Information Architecture ▪ Accessibility Design ▪ Mobile-First Design ▪ Cross-Platform Design ▪ Material Design ▪ Human-Centered Design ▪ Lean UX ▪ Design Sprints ▪ Heuristic Evaluation ▪ Interaction Design ▪ Visual Design ▪ Typography ▪ Color Theory ▪ Gestalt Principles ▪ User Personas ▪ Competitive Analysis ▪ Card Sorting ▪ User Flow Diagrams ▪ Axure RP ▪ InVision ▪ Zeplin ▪ Abstract ▪ Principle ▪ Framer ▪ Webflow ▪ Jira ▪ Trello ▪ Asana ▪ Git ▪ Version Control ▪ Ruby on Rails ▪ React ▪ React Natives ▪ Adaptive Design ▪ Progressive Enhancement ▪ Microinteractions ▪ Motion Design ▪ Data Visualization ▪ Design for Accessibility (a11y) ▪ Design for Internationalization (i18n) ▪ Design for Localization (l10n)