Product Designer

I assist ambitious teams and companies in
transforming their goals into tangible results.

Skills

Product Design · User Experience (UX) · User Interface Design · Visual Design · Prototyping · Usability ·
Wireframing · Figma · Sketch · Framer · Information Architecture · Human Computer Interaction ·
Interaction Design · Design Systems · Customer Experience Design · Design Thinking · Conversion
Optimization · Mobile Design · Communication · Cross-functional Team Leadership · Data Analysis ·
Project Management · Cross-team Collaboration · Product Lifecycle Management · Agile Me hodologies

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Experience

LiveChat

Product Manager, Platform Monetization Jan 2021 - Present · On-site & remote

Designer acting as Product Manager. Leading a team that collaborates with our customers, developers,
and partners, I shaped the organization's marketplace, billing, and payments. In this position, I drove
strategic initiatives, facilitated workshops, and designed and oversaw implementation to enhance
revenue and customer engagement.

Business Outcomes:
 - Grew LiveChat Marketplace from O $2M ARR
 - Rolled out billing for Platform API Usage, achieving $300k ARR
 - Achieved 380 app installations per day by customers

Senior Product Designer Aug 2019 - Present · On-site & remote

Designer at Platform team, making LiveChat communication solutions open for developers and
organizations around the globe. Taking care of the design process. Exploring ideas, digging inside the
data, and delivering designs for the Marketplace & Developer Console.

Buffer

Senior Product Designer · Freelance Nov 2019 · Remote

With a tight deadline, I successfully redesigned Buffer's key content hubs, the Buffer Resources
and Buffer Library, to enhance visual appeal and align with Buffer's brand identity. The new design
improved user experience, making it easier for users to find content and connect with Buffer,
contributing to increased product signups and subscriber growth.

Business Outcome: Designed the top-performing CTA, becoming Buffer's leading trial referrer

home.pl

Senior UX Designer Nov 2015 - Jul 2019 · On-site

Shipped large and impactful product, than took ownership and drove core products experiences.
Demonstrated empathy and strong advocacy for our users while balancing business vision with
constraints of engineering. Used wide range of design approaches, tools and methodologies to solve
complex users problems and business challenges.

Selected key results:
- Conversion rate on mobile increased 5x
- Registration form drop-off decreased from 62% to 4%
- Homepage bounce rate dropped by 40%

BlackBerry

Senior UX Designer Feb 2013 - Oct 2015 · Remote

I contributed to an international team across three continents, focusing on developing the enterprise
product BlackBerry Work. Lead Product Design for the Windows platform and contributed to the iOS
Calendar. I managed design processes from Europe, effectively navigating the complexities of different
time zones. I fostered strong professional relationships with the design team in Sunnyvale, CA, and
ac ively engaged in knowledge sharing with researchers and designers.

intive

Senior UX Designer Jan 2014 - Oct 2015 · On-site

Led product design from initial concept to final implementation. Responsibilities included pixel-level
design, interaction design, insight gathering, concept development, and execution across digital
platforms (iOS, Android, Windows). Collaborated both remotely and on-site with clients and
interdisciplinary teams in California (Bay Area) and Europe. Additionally, led and mentored design
students through the BLStream (intive) Patronage program.

UI/UX Designer Jan 2013 - Dec 2013 · On-site

I was part of an interna ional team spanning three continents, focused on developing a highly secure
enterprize product. I took ownership of the design for Windows desktop and mobile platforms. Despite
the time zone differences, I worked from Europe and built professional rela ionships within the design
team based in Sunnyvale, CA. I ac ively participated in knowledge exchange with researchers, UX, and
UI designers.

DIGE

Principal Designer Jul 2011 - Dec 2012 · On-site

Led user interface and web design initiatives at a digital agency, overseeing the design of internal
projects and transforming client concepts into fully realized products . Served as the preferred front-
end developer, consistently delivering high-quality, responsive web applications. Collaborated closely
with cross-functional teams to ensure seamless integration of design and functionality, driving
innovation and excellence in every project.

Web Designer+ Front-end Developer Jul 2008 - Jul 2011 · On-site

Designed for web, social media, and email marketing, and expanded into crafting engaging apps and
games for iOS platform. I collaborated closely with the web development team, translating my designs
into code and ensuring seamless integration of visual and functional elements. This dual role allowed
me to not only envision compelling user experiences but also to implement them effectively across
various digital platforms. My experience spanned from creating impactful online presences to
developing interactive mobile applications, contributing to a versatile skill set in digital design and
development.

Education

West Pomeranian University of Technology Szczecin, Poland • 2003 - 2009

Faculty of Computer Science and Information Technology
Bachelor of Computer Science
Specialization : computer graphics and multimedia systems

University of Szczecin Szczecin, Poland · 2008 - 2009

Faculty of Management and Economics of Services
Specialization: Management