

Experience

~10 yrs

TomTom

Full-time · 4 yrs 2 mos
Lodz, Poland

- **Sr UI/UX Designer**

Mar 2022 - Apr 2022 · 2 mos

The scope of responsibilities remained the same, but I focused more on streamlining the team. Foremost, I planned the process of smooth migration from Sketch to Figma. Given the chance, I tried to bring the design system to the next level. Whilst doing this all I did not stop looking for opportunities to mentor, speak up and influence the whole suite.

- **UI/UX Designer**

Mar 2018 - Mar 2022 · 4 yrs

I was the first designer on the Traffic Analytics UX team and grounded the environment for its growth. Throughout my tenure, I have managed to be the lead designer for almost all applications at different time periods. As the team grew, I focused primarily on research and development of new products esp. Road Event Reporter and Junction Analytics. My undeniable success was the establishment and management of the design system optimizing the work of developers and designers.

Daily duties involved both design and research activities. Specifically:

- Organizing and conducting interviews and feedback sessions with customers;
- Organizing and conducting usability testing with external customers and internally;
- Organizing and participating in shadowing sessions;
- Analyzing and summarizing research findings;
- Collaborating closely with product and sales managers;
- Preparing expert reviews;
- Doing competitors analysis;
- Exploring opportunities and innovations;
- User interface design (lo-fi, hi-fi);
- Preparing wireframes, flows and interactive prototypes;
- Designing microinteractions & animations;
- Actively contributing, managing and promoting the design system;
- Preparing assets and specifications for developers.

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Full-time · 1 yr 7 mos
Lodz, Poland

- **UI/UX Designer**

Dec 2017 - Mar 2018 · 4 mos

Striving to grow in the UX field, along with a new position my duties have expanded to include research-related activities like:

- Conducting interviews and feedback sessions with customers;
- Conducting on-site shadowing sessions;
- Analyzing and summarizing research findings.

- **UI Designer**

Sep 2016 - Dec 2017 · 1 yr 4 mos

The software house environment was a completely new experience for me, where I could work for the first time in a multidisciplinary UX team with several dozen developers. I had the opportunity to build mobile (iOS/Android) and web apps for in-house brands like Befogg or Podioom as well as many external clients. I was also responsible for visuals, illustrations, branding and animation.

At this point my duties included:

- User interface design (lo-fi, hi-fi);
- Preparing wireframes and flows;
- Preparing interactive prototypes;
- Designing microinteractions & animations;
- Close collaboration with frontend and backend engineers;
- Preparing assets and specifications for developers;
- Creating and refining own and clients' branding.

UI/UX Designer

Made in Media · Full-time

Aug 2015 - Jun 2016 · 11 mos

Lodz, Poland

While working in this agency I had the opportunity to create interesting projects strongly focused on the education sector, such as "Maths in use" or "Method Project". Most of them were primarily for unusual platforms - interactive floors and whiteboards - made for Funtronic and Eduexperts. An exciting challenge was the Edupolis project, where I animated several short films for children. Except of that, preparing marketing materials was an additional part of the job.

The full list of responsibilities included:

- Designing user interfaces for unusual platforms and web;
- Designing and implementing gamification;
- Analyzing ergonomics and usability of games and apps;
- Animating shorts and motion graphics;
- Handling advertising projects for the agency's clients (e.g. Gandalf.com.pl).

Graphic Designer

Zano · Volunteering

Apr 2015 - Aug 2015 · 5 mos

Cracow, Poland

The small infrastructure and urban furniture industry turned out to be an interesting place where I did marketing and communications for a short time as a volunteer. I was primarily involved in web design and desktop publishing of the main product catalog. Apart from that I dealt with outsourcing clients e.g. Auchan.

Graphic Designer

Content Plate · Contract

May 2014 - Apr 2015 · 1 yr

Cracow, Poland

While still in college, I took a job at a content PR agency where I was able to progress in many areas. Designing websites and applications was my main responsibility. I also prepared communication strategy and branding for our clients.

Graphic Designer

ARSA · Apprenticeship

Jul 2012 - Sep 2012 · 3 mos

Cracow, Poland

My apprenticeship took place in a printing company in Lodz, where in the absence of the lead graphic designer I took over his duties. Those included preparing various materials for print, branding and web design.

Education

Pedagogical University of Cracow

Master of Fine Arts (MFA), Digital Design

2013 - 2015

University of Lodz

Bachelor of Arts (BA), Communication & Journalism

2010 - 2013

Languages

English

Professional working proficiency

Polish

Native or bilingual proficiency

Skills

Research

Organizing and conducting interviews
Usability testing and shadowing
Findings elaboration
Other research activities

Design

GUI for mobile and web
Design Systems
Dev handoff
Branding & key visuals
DTP, illustrations & more

Interaction design

Flows, wireframes
Interactive prototypes
Microinteractions
Motion graphics

Software & OS

Sketch/Figma
Invision
Zeplin
Hotjar/Google Analytics

Adobe suite
Abstract
Confluence
Jira/Trello

MacOS friendly