

ABOUT

I am a UX Designer with 5+ years of experience designing user-centered digital products in collaborative, fast-paced environments. I combine strong visual skills with an analytical mindset. I work with marketing teams, technology companies, and private clients. I have led UX/UI projects from research and prototyping to final interfaces - across mobile apps, web apps, and websites.

EXPERIENCE		SKILLS	
UX DESIGNER, THE EVENTA Collaborating closely with the UX Lead, developers, and creative team, Design-to-development handover process by creating a standardized Figma component library, Reducing revision cycles and accelerating project delivery times, Ensuring design concepts directly supported business objectives and minimized scope creep, Designing UX and UI solutions that balance usability, visual quality, and commercial objectives	2025- now	PRODUCT & STRATEGY: User research, Discovery workshops & stakeholder interviews, Translating business goals into user problems and UX opportunities, Iterative Feedback Loop, Project planning, Team presentations and management, Creating scenarios, prototyping with Atomic Design, information architecture, user flows, wireframing and high-fidelity designs in Figma with Accessibility (WCAG 2.1), No-Code Dev & Rapid Prototyping (Webflow, Framer, and WordPress, Lovable)	
	2025- now	RESPONSIVE DESIGN: Responsive design, Working under constraints	
UX/UI & BRAND DESIGNER, GRIMMEISEN, LENDING LIBRARY Working on multiple client projects simultaneously, Designing commercially-focused UX solutions that increased user engagement and brand visibility, Conducting user research to identify user needs and product requirements, translating them into clear user flows that aligned with business KPIs	2024- 25	VISUAL & BRAND: Adobe CC (Illustrator, Photoshop, InDesign, XD) for Print/DTP, Blender (3D), Flow AI, Development of comprehensive visual identities and printing materials, Business strategy for visual communication, Adobe Premiere, After Effects, animation production, video and audio editing	
UX/UI DESIGNER FREELANCER LOCKED TRADE, INDIVIDUAL CLIENTS Managed end-to-end product design for diverse clients, overseeing the full lifecycle from initial requirement gathering and wireframing to A/B testing and developer handoff	2023	EDUCATION UX Design at Academy of Fine Arts, Nurnberg 2025 -01.26 Graphic Design at Academy of Fine Arts, Kraków 2023 -27	
UX/UI & BRAND DESIGNER RESTAURANT MIA NONNA Developed a scalable visual identity system that established the brand's market presence, ensuring consistency across digital and physical touchpoints	2021-22	LIBIAŻ HIGH SCHOOL 2019-23	
CREATIVE DIRECTOR PROJECT ISTNIEJA Directed the creative strategy and online communication, collaborating with teams to drive audience engagement and brand recognition	2020-22		
DESIGN SPECIALIST, YOUNG FOR CLIMATE, CHRZANOW SMOKE ALARM Team management, client collaboration, project presentations, social media managment			