# KATARZYNA WŁODARCZYK
## UX & UI Designer

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www.damrooka.com/portfolio.pdf

## EXPERIENCE

### TUI Poland / UX Designer
MAR 2017 - present, Warsaw

Design of user interfaces, responsive website and mobile applications (android & iOS) in the form of mockups and interactive prototypes with focus on meeting business goals. Translating concepts into wireframes and mockups (low- and high-fidelity) to demonstrate interaction. Coordinating user research and tests. Collaborating with developers, graphic designers and analysts, product owner's support in Agile methodology. All above contributed to increasing conversion rate.

### Freelance / Graphic Designer
APR 2014 - present

Projects for individual clients as well as companies. Type of products: UX & UI design, usability audits and logo design.

### VirtusLab / UX Designer
AUG 2016 - DEC 2016, Cracow

Work in English-speaking international team in Agile methodology with Kanban board. User research, interactive mockups for an education platform (Australian startup).

### Comarch / UX/UI Designer
SEP 2015 - JUN 2016, Cracow

Creation of sitemaps, wireframes and mockups for web applications, use cases and scenarios, company's visuals, M2M and IoT new trends research.

### Ericpol / Junior UX/UI Designer Intern
JUL 2014 - SEP 2014, Cracow

Creation of wireframes and mockups for web applications, website audits, printing materials, company's visuals, logo design, coding in HTML and CSS.

### Jagiellonian University / Web Designer Intern
NOV 2012 - FEB 2014, Cracow

Creation of sitemaps, wireframes and mockups for websites, website audits. Conducting training of service Liferay (over 50 workshops).

## EDUCATION

### AGH / Visual Communication and Graphic Design
OCT 2013 - SEP 2015, Cracow

Master studies in humanistic and social aspects of the development of modern technologies, including the social and cultural consequences of using technology. Aditttionally Erasmus+ exchange at the Bielefeld University in Germany. Studies in English at Sociology Department.

### Jagiellonian University / Electronic Information Processing
OCT 2010 - JUL 2013, Cracow

Interdisciplinary studies in computer science and humanities. The aim of the study is to learn about natural (human) communication mechanisms and to apply knowledge about these mechanisms to the design and implementation of interactive computer systems.

## OTHER

**Skills:** UX research • Information Architecture • Wireframing and UI prototyping • Interaction design • Visual communication • RWD • Mobile Design • UX writing • User Data Analysis • User empathy • Curiosity • Organization • Communication • Collaboration

**Tools:** Sketch • Axure RP • Adobe Photoshop • InVision • Zeplin • Hotjar • Google Analytics • Jira • Confluence

**Languages:** native Polish • fluent English • basic German

**Interests:** Travelling • Interior Design