

MONIKA SZUBAN

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PROFESSIONAL SUMMARY

As a Master's student in User Experience Design at Technische Hochschule Ingolstadt, with a background in Product Design and Visual Communication, I am developing strong skills in UX research, interaction design, and user-centered methodologies. My foundation in branding, product, and visual design allows me to create holistic experiences that balance usability with aesthetics. I am passionate about understanding user needs, designing intuitive interfaces, and contributing to projects that drive meaningful interaction. I am EU citizen with full time work rights.

EDUCATION

Technische Hochschule Ingolstadt <i>Master of Science - User Experience Design</i>	Ingolstadt, DE <i>Oct 2024-Ongoing</i>
• Core Modules: Data Analysis for UX Designers, Natural User Interfaces, Audio/Video Processing and 3D-Animation, Design Strategy and Management, Augmented and Virtual Reality Applications, Mobile UX Prototyping.	
Jan Matejko Academy of Fine Arts <i>Bachelor of Arts - Industrial and Product Design</i>	Krakow, PL <i>Sept 2014-Apr 2018</i>
• Grade Achieved: 4.65/5.5	
• Bachelor Thesis: Multitools – Tools for WFP students; Graphic design and Promotion.	
• Core Modules: Functional Structures Design, Market-oriented Product Design, Ergonomic Design, Space and Color Design, Model Design, Visual Communication Design Fundamentals.	
Globlife - Private Continuing Education Institution <i>Graphic Design</i>	Krakow, PL <i>Sept 2013-May 2014</i>
• Focus: Computer graphics, Design focused on Commercial Market, Advertising and Promotional Materials, Website, Visual Identification, Packaging Design, 3D graphics, Special effects, Animation.	
Practical Education Centre <i>Woodwork & Carpentry</i>	Krakow, PL <i>Sept 2016-Apr 2017</i>
• Focus: Furniture Design, Crafting and Construction in natural wood and manufactured board, Furniture Fabrication, Furniture Renovation and Mechanical Wood Processing.	

WORK EXPERIENCE

Parastudio - Paracollective division <i>Design Intern - Fashion Accessories</i>	Krakow, PL <i>Jun 2017</i>
• Design of diverse range of photographer and lens bags, alongside accessories, emphasizing functionality and customization of designs, tailored to the specific needs of photographers.	
• Conducted comprehensive market research to gather insights into photographer needs, setting the stage for targeted design solutions that address real-world challenges.	
• Selection and application of company-produced materials, ensuring products to meet high standards of quality, durability and alignment with sustainability practices.	
• Conceptualization of new styles in photographer accessories, driving innovation by integrating current market trends with unique design propositions.	
Freelance Design <i>Weapons, Vehicles and Environment 3D Artist</i>	Berlin, DE / Helsinki, FI / Krakow, PL <i>Apr 2021-Ongoing</i>
• Execution and management of all aspects of diverse 2D and 3D design & visualization projects, from concept to rendering & post-processing, refining technical and creative skills in visual design and architectural rendering.	
• Utilized Adobe Creative Suite to design logos, branding materials, and promotional graphics for various clients, demonstrating strong visual communication and attention to detail.	
• Creative Interpretation and Design of the iconic Iris and Scio'tael swords from The Witcher 3, showcasing advanced 3D modeling and visualization skills, successfully bringing to life a complex and detailed scene.	
• Developed 3D game environments in Unreal Engine 5, including landscape design and sculpting, and leveraging the asset library for enhanced game realism and interactivity.	
Solo Sokos <i>Shift lead - Front Servers</i>	Helsinki, FI <i>Apr 2021-Feb 2024</i>
• Exposure to international work culture, building language and interpersonal skills, customer service and management.	

PROJECTS & ACHIEVEMENTS

Grannify - Sustainable Living through Generational Knowledge <i>Award - Participation in Student Design Competition in CHI 2025</i>	Yokohama, JP <i>Apr-May 2025</i>
• Contribution to ideation, concept development, and user flow mapping, ensuring a dual-platform solution for younger and older users.	
• Development of personas, user flows, and interactive prototypes (Figma) tailored for dual user groups: younger users (mobile) and older adults (tablet).	
• Conduction of market research, SWOT analysis, and user research (surveys and interviews) to identify challenges and opportunities for sustainable behavior adoption.	
• Collaboration on the final presentation and pitch at CHI, demonstrating ability to communicate UX design outcomes effectively to an international audience.	

Cat Distribution System INC. _ AR Mobile Game for Virtual Cat Care

Exhibition – Selected for presentation at GG Bavaria 2025

Munich, DE

Mar 2025

- Collaboration in a multidisciplinary team to create an AR mobile game combining entertainment and subtle educational elements, teaching responsibility in virtual pet ownership.
- Conduction of concept development and naming, establishing the game's playful tone and guiding UX direction.
- Development of the Toy Hunt AR mini game, designing interactive mechanics, feedback systems, and environmental scanning integration.
- Production promotional media including a teaser trailer for GG Bavaria, effectively communicating the game's features and engagement value.

SKILLS & INTERESTS

Technical Skills:

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|-----------|---------------------|-----------------|----------------|
| • Figma | • Unreal Engine 5 | • InDesign | • SolidWorks |
| • Framer | • Substance Painter | • Photoshop | • 3ds Max |
| • Spline | • Notion | • Illustrator | • Cycles |
| • Blender | • MS Office Suite | • After Effects | • Rhinoceros 4 |

Languages: Fluent in English and Polish. Beginner in German, Finnish.