

# MICHAL DOBROWOLSKI

Product Designer

michal.dobrowolski@outlook.com | +48 507 668 664

I have 10 years of experience in UX Design. Over the years, I worked on a wide variety of projects, from simple mobile apps, through product websites and complex enterprise solutions.

I am competent to work on every stage of the design process, from user research, problem and strategy definition, through iterative interaction design and hypothesis validation.

When I am not working, I enjoy playing video games with my wife. Most recently, Bit Sabre in VR.

## CORE SKILLS

### Communication

Gathering requirements, working with dev team and communicating design.

### Reasearch & validation

Conducting various types of research; interviews, shadowing, usability tests.

### Data analysis

Preparing topics for analysis and reviewing data sets to understand users.

### Product roadmap

Working with the team on the planning and execution of the product strategy.

### Design systems

Creating and maintaining shared components: principles, branding, and practices.

### Prototyping

Shaping the design hypotheses on various levels of fidelity, from sketches to interactive prototypes.

## CURRENT POSITION

### Principal User Experience Specialist

January 2018 - Present @ Synchron Poland

I am the lead designer for one of our main products - Inventory. It is an enterprise solution for supply chain inventory optimization. My projects revolve around: charts, Gaussian distribution, data visualization, tables, filtering, searching and facilitation of various workflows.

Most of the projects begin with: hypothesis followed by research with the users, design workshops, information architecture, prototype design (Axure, Sketch) and validation.

In April 2019, I was promoted from Senior User Experience Specialist.

## PAST WORK EXPERIENCE

---

### User Experience Designer

July 2016 - October 2017 @ William Hill in Gibraltar, United Kingdom

I worked on a few key features of an online betting website: horse racing, lottery, user registration; customer support solutions: faq, chat and account recovery. All of these projects were done for both mobile and desktop.

### User Experience Designer

December 2013 - June 2016 @ e-point

I was the lead designer for various ING Bank projects (RWD, branch and atm locator app, stock quotes app). I was also working with Amway on their e-commerce solutions (search feature, product catalogue and private informational content distribution platform).

### User Experience Designer / Interaction Designer

May 2009 - November 2013 @ Multiple companies

During the first 4 years of my career I worked in a few design agencies and software houses. Large majority of my time there I spent on the delivery of prototypes, diagrams, documentation and guidelines for the developers.

## EDUCATION

---

### Trainee

February 2020 @ Progress Project

- AgilePM® Foundation (certified training)
- Stress management and emotion control

### Continuous professional improvement

Since the beginning of my career

I participate in various workshops and online courses. I read books and articles on daily basis. If I want to improve upon my weaknesses, I actively put myself in situations where I can improve. For example, I wanted to run better workshops, so I started offering free Axure training.

### Engineer of Information management

October 2007 - January 2011 @ Polish-Japanese Institute of Information Technologies

The curriculum comprised of subjects related to management, economics and information technology. During my studies I gained skills of managing modern enterprises and projects, as well as solving various problems encountered in organisations.

## AFTER WORK ACTIVITIES

---

### **Mentor**

October 2019 - Present @ Tech Leaders (Women in Technology Programme)

I am humbled to be a mentor to a fantastic person who wants to begin their career in tech. We work together on a project and learn from one another.

### **Lecturer**

October 2019 - Present @ Coders Lab

Teaching students about various aspects of interaction design and prototyping.

### **Lecturer**

October 2013 - Present @ SWPS University

Teaching students about various topics related to UX: from personas, scenarios, through IA, benchmarking, design systems and tools such as Axure and Sketch.

### **Organizer and speaker**

October 2013 - Present @ UX Book Club Warsaw

Responsible for choosing a topic, organization of the event and meeting coordination.

### **Organizer and speaker**

October 2012 - Present @ Design Tools Workshops

Teaching participants how to use Sketch, Axure and Figma.

### **Guest lecturer**

February 2019 - March 2019 @ School of Form

Tought students about basics and key concepts of User Experiece Design.

### **Guest lecturer**

October 2015 - May 2016 @ Polish-Japanese Institute of Information Technologies

Tought students about basics and key concepts of User Experiece Design.

### **Volunteer**

June 2011 - November 2013 @ Animal shelter

I was responsible for cleaning cages, taking the dogs out for a walk, reading books to them, and occasionally creating dog adoption ads.