Agnieszka Ludwin

Portfolio
(password: VelisCaseStudy2025)

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ABOUT ME

I am an UX/UI designer with **3 years of expertise**, previously working in architecture.

I have **hands-on experience in defining and managing end-to-end design processes**, from ideation to implementation, ensuring solutions that are both functional and visually refined.

Ready for new challenges, I am passionate about initiating innovative projects. **Available immediately**, I am eager to contribute my creativity and expertise.

TECHNICAL SKILLS

- **Wireframing & Prototyping with Figma**
- **User Research & Testing**: usability testing, user interviews
- **Design Systems & UI Components: creating & maintaining design libraries**
- **Basic Frontend Knowledge: HTML, CSS** (understanding of development constraints)
- **Agile & Product Development: Working in Scrum/Kanban environments**
- familiar with **Miro, Amplitude, PowerBI**

SOFT SKILLS

- **adaptability & flexibility** in dynamic environments
- **managing end-to-end design processes**
- **empathy-driven design & user advocacy**
- continuous learning & staying up-to-date with UX trends

LANGUAGES

- **English B2 (+)**

EDUCATION

Tischner European University
UX & Business Design | 2020/2021

Cracow University of Technology
Architecture and Urban Design | 2005/2010

WORK EXPERIENCE

SINGU | 04. 2022- 03.2025
UX/ UI designer

SINGU is an **advanced web platform and mobile application** specifically designed for **comprehensive management** in the real estate industry.
As a **SaaS solution** with intricate technological capabilities, it offers efficient **ticket management, bid management and integrates IoT technologies** along with an **ESG module.**
The platform enables organizations to **optimize complex processes, enhance productivity, and generate actionable insights** through its multifaceted technological ecosystem.

- **managing the end-to-end design process,** from ideation to implementation
- participating in the **discovery process**: identifying user needs, defining hypotheses, prototyping, and iterative testing
- designing new functionalities (web and mobile) and improving existing solutions
- working on new modules: ESG (Environmental, Social, and Governance), developing comprehensive procurement and bid management systems to optimize business processes
- **participating in a complex web application technology migration project**
- **participating in the design and development of a new mobile application**
- creating low- and high-fidelity wireframes and interactive prototypes based on user research
- **collaborating with developers, product owners, and cross-functional teams** to refine requirements and ensure successful implementation
- testing and iterating on projects to continuously enhance the user experience
- keeping up with trends and innovations in the UX field

POSBISTRO mobile software for gastronomy
08. 2021- 04. 2022
Customer success specialist

- providing services for an active customers and responding flexibly to their needs
- **supporting new clients during the onboarding process**
- guiding customers through new system solutions