

Gabriela Wrońska

UX/UI Designer

Contact

[LinkedIn](#)

[Portfolio](#)

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Skills

- User Research
- User Testing
- UI Design
- UX Design
- Problem-solving
- Adaptability & Flexibility

Tools

- Figma
- Figma
- Canva
- Miro
- Jira
- Slack
- WebFlow
- GitHub
- Google Analytics

Languages

- English (Fluent)
- Polish (Native)
- Spanish (Beginner)

Work Experience

Comarch SA

UX/UI Regular Designer

2024 - PRESENT

- Led and supported the design of 4 digital products, taking full ownership as the sole designer in 2 of them
- Partnered closely with **business analysts, developers, and stakeholders** to translate complex requirements into intuitive user experiences
- Delivered **end-to-end** design work: from research and competitive benchmarking to wireframes, high-fidelity UI, and interactive prototypes
- Drove an **iterative** design approach, leveraging feedback loops to refine and validate solutions
- Created experiences across a wide range of **ERP systems**, including mobile, responsive web, and large-format interfaces
- Balanced innovation and usability while designing both new features and redesigning solutions to modern standards

glossoVR

UX Researcher & Designer

NOV 2022 - JUL 2023

- Prepared a **research methodology** (VR user tests, IDI interviews) & a screener to recruit participants
- Conducted user research and analysed data to identify design opportunities and inform design decisions
- Created a paper with final data and recommendations for the relaxation feature
- Created a prototype/3D visualisation in **Unity** & a sample game scenario

My research results were accepted & presented at the IEEEVR 2024 conference in Orlando, USA.

Mindvig

UX/UI Designer Intern

AUG 2022 - OCT 2022

- Conducted surveys & IDI interviews and iterated on design solutions based on user feedback
- Created a landing page in WebFlow

Education

Product Design & Development

AGH University of Science and Technology

2023 - 2025

Master’s Degree (with highest distinction)
→ Relevant coursework: Accessible & Universal Design, Game Design, HCI, Eye-tracking, Product Design & Development

Social Informatics

AGH University of Science and Technology

2020 - 2023

Bachelor’s Degree
→ Relevant coursework: Interaction Design, User-Centered Design, Design Thinking, Information Architecture, User Research, UI Design