

Katarzyna Żukowska

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Education

- 09.2017 - Present **MSc Digital Media Engineering (UX Design track)**
Technical University of Denmark
- 10.2013 - 02.2017 **BEng Computer Science**
AGH University of Science and Technology
- 02.2016 - 07.2016 **Erasmus exchange, BSc Creative Technology**
University of Twente

Experience

- 09.2019 - Present **Student UI/UX Designer, Issuu**
issuu.com
- Working on design system of the platform and visual stories templates.
- 03.2019 - 08.2019 **UX Design Intern, Designit**
designit.com
- Involved in tasks related to user testing, design research and UI design. Worked on projects dedicated for various user groups such as corporation employees, elderly people, dementia patient's relatives and sales employees. Completed 4 projects during the internship.
- 08.2018 - 03.2019 **Frontend developer, Dixa**
dixa.com
- Took part in the redesign process of the customer service platform. Coded the main functionalities of the platform using HTML, CSS and React. Responsible for CSS animations, responsive views and styled components library.

11.2017 - 06.2018

Student Assistant, Cachet

cachet.dk

Worked on design and implementation of a web-based platform that assesses verbal memory, working memory and psychomotor speed by using short tasks. Published a paper in JMIR.

02.2017 - 07.2017

Web UI Developer, IBM

ibm.com

My major tasks were related to the design and implementation of a website dedicated for IBM Finance department. Besides frontend development, I crafted the user interface of the platform, designed interaction patterns and researched use cases.

07.2016 - 08.2017

Frontend intern, SoInteractive

Worked with a multidisciplinary team focused on development of Smart Office platform.

Teaching

09.2019 - Present

Teaching Assistant for MSc UX Design class

IT University of Copenhagen

Publications

P. Hafiz, K. Woznica Miskowiak, L. Vedel Kessing, A. Elleby Jespersen, K. Obenhausen, L. Gulyas, **K. Żukowska**, J. Eyvind Bardram (2019)
The Internet-Based Cognitive Assessment Tool: System Design and Feasibility Study

Skills

Design

Prototyping of low and high-fidelity interactive mockups for mobile and web. User testing with interviews and surveys.

Tools

Sketch, Principle, Adobe Illustrator, Photoshop, Xd

Programming

HTML, CSS, Javascript, React, d3.js