

I am Magda, a UX/UI designer

who utilizes her affection for all things visual, functional and user-centered,
who enjoys using creativity, technical and soft skills in her problem-solving, interdisciplinary job,
who feels in the element as a mediator negotiating and merging interests of the users and stakeholders.

- + a web developer
- + a communicator

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- magda.uxui.design@gmail.com
- +45 9185 9682
- English [fluent], Danish [in progress],
JavaScript & Music

SKILLS / TOOLS

UX/UI SKILLS

user & usability research | testing | data driven ideation | user journeys, personas | information architecture: sitemaps | wireframes, prototyping | mood boards | visual design | interaction design | responsive web design | mobile design | accessibility compliance | UX/UI standards and guidelines

UX/UI TOOLS

Figma | Adobe inDesign and Photoshop | Whimsical | Canva | MURAL | Miro | crayons, pencil, pen and paper

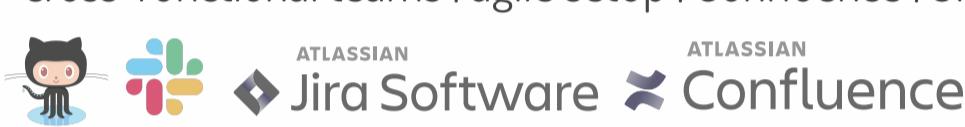


UX/UI METHODOLOGY

the double diamond -> to discover, define develop and deliver a solution that works

WORK ENVIRONMENT & TOOLS

cross-functional teams | agile setup | Confluence | Jira | GitHub



INTERACTION & SOFT SKILLS

customer management | empathy | diplomacy | listening skills | decent stress management while proactively prioritizing | multicultural environment sensitivity

CODING SKILLS & TOOLS

frontend: HTML | CSS | JavaScript | React.js | Storybook

backend: Databases - MySQL | Node.js | Postman

tools: GitHub | Visual Studio Code | Heroku



EDUCATION

UX and GRAPHIC DESIGN

Copenhagen School of Design and Technology, 2021



principles | methodologies | practicalities of UX/UI design | graduation required final project and ended with an exam

FULL-STACK WEB DEVELOPMENT

Hack Your Future Copenhagen - Coding School, 2019



JEWELLERY DESIGN and PRODUCTION

The Association of Pomeranian Craftsmen



POMORSKA
IZBA RZEMIESŁNICZA
MŁYCH I ŚREDNICH PRZEDSIĘBIORSTW

Gdansk, Poland, 2009

certification obtained via the official state examination

MA in BRITISH LITERATURE and TEACHING ENGLISH as a SECOND LANGUAGE

University of Gdańsk, 2005



EXPERIENCE



design-portfolio

2024/05 - present: UX/UI DESIGNER / PRODUCT DESIGNER (freelance)

Working in the wide scope of UX/UI and loving it !

- solving Clients' problems via UX/UI process based on the Double Diamond methodology: with passion, iteration and some AI
- tracking UX KPIs to make sure we are making impact to boost business and increase income
- empathizing with the user: user-centric design & psychology with high doses of 'don't-make-me-think' attitude
- investigating and redefining problems via user research and hands-on user testing
- creating user flows and journeys backed by solid research and evidence
- building or reinventing information architecture via research findings: site mapping
- prototyping: from low-fi wireframes to high-res interactive prototypes in Figma or HTML/CSS/JS
- developing User Interface to maintain Responsive Web Design, Interaction Design and accessibility standards
- creating Visual Identity via graphic design: moodboards, typography, colour palette, iconography, imagery, visual hierarchy
- building Design Systems and writing technical specifications for development: reusability, structure, auto-layout full-on
- creating and performing usability testing, iterating until the current problem is solved
- presenting to my Team and the Client, defending design choices via solid evidence: taking ownership
- facilitating design workshops live and online, eg. via FigJam files, Miro or whatever tool is a means to an end this time

2023/02 - 2024/04: UX/UI TECHNICAL DESIGNER at Anthill Agency (full-time)

Being on the more technical side and feeling great about it !

- creating design systems for web and Activator (a digital content management platform trusted by world's largest healthcare companies)
- advising Clients on how to translate their ambitious ideas into usable, user-centric designs, ensuring constant communication for perfect alignment of goals and approaches, and thus building trust
- translating the Client's vision into high-quality, state-of-the-art digital products that are elegant, usable, visually consistent and technically flawless
- creating wireframes & prototypes in Figma to deliver pixel-perfect, scalable components that will effortlessly coexist in sync within the system
- presenting the final product to my Team and the Client
- writing documentation and technical specifications for developers (Confluence), making sure they are top-notch to ensure smooth building process
- supporting development (via Jira tickets and direct communication with developers) in fast-paced agile environment
- collaborating in our interdisciplinary team of designers, consultants, technologists and developers where experience exchange is real and fun
- creating assets for Modular Content (Adobe inDesign) as well as overall process for asset development rules

2021 - present: UX/UI DESIGNER & MENTOR at Hack Your Future Copenhagen Coding School

Helping budding developers to get a glimpse of what UX/UI is about

- introducing design thinking principles for smooth cooperation with designers in the near future
- presenting Figma interface, mechanics and teaching how to explore the files
- showing examples of technical documentation to ensure flawless recreation of components
- answering burning questions to make sure our students feel confident about their awesome future teamwork

2019 - 2023: UX/UI DESIGNER & PRODUCT DESIGNER (freelance)

Working in the wide scope of UX/UI and getting my hands dirty towards constant growth as a designer

- exercising all my UX/UI skills from UXR to final prototypes, as listed above in the first entry
- plenty of satisfaction on both sides and constant learning on-the-go
- staying curious, thoughtful, creative, collaborative and willing to make real impact

2019 - present: WEB DEVELOPER at Hack Your Future Copenhagen Coding School

Learning and executing full stack skills to be a better designer

- boot-camping full time to understand the development process and rock as a designer
- keeping closer to the aesthetic side and boosting my frontend skills for UX/UI excellence
- compiling a small GitHub showcase <https://github.com/mag-da-lenna> (some examples can also be found in my portfolio)

2009 - 2018: JEWELLERY DESIGNER & PRODUCT MANAGER at my jewellery studio

Making my Clients' jewellery dreams come true !

- transforming customers' ideas through my creative additions to reach the aesthetic goal
- ensuring the above is technically feasible and executing all the work myself
- brand development and marketing

2007 - 2018: GRAPHIC DESIGNER, PHOTO TECHNICIAN, PHOTOGRAPHER

Enjoying photography jobs in Edinburgh 2007-2009 and London Soho Studio 2017-18

- graphic design (collages, posters, retouch, photo restoring in Photoshop)
- photo sessions and development (C-41, b&w, 135, medium format, APS)
- technical quality control, customer care

2004 - 2022: TEACHER OF ENGLISH & COURSE CREATOR

Creating & teaching courses based on students' individual needs for optimal learner experience and results

- 2021 - 2022 Denmark: volunteering for Hack Your Future coding school
- 2010 - 2019 Poland: state / private schools and my language studio
- 2007 - 2009 Scotland: ESOL tutor for the City of Edinburgh Council
- 2004 - 2007 Poland: ESOL teacher in state and private language schools