



I am Magda, a UX/UI designer + an occasional web developer
+ a keen communicator

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

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English [fluent], Danish [A1] in progress,
JavaScript & Music

SKILLS / TOOLS

UX/UI SKILLS:

qualitative and quantitative user research
data driven ideation
user journeys, personas
information architecture, sitemaps
wireframes, prototypes
moodboards, visual design
testing

UX/UI TOOLS:

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



UX/UI METHODOLOGY / PROCESS:

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 and other SOFT SKILLS:

customer service (photo studios / check-in @CPH
International Cruise Terminal) with empathy,
diplomacy, decent stress management (while
proactively prioritizing) and multicultural environment
sensitivity

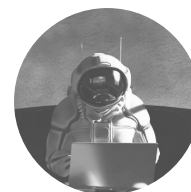
CODING SKILLS / TOOLS:

FRONTEND: HTML5, CSS3, JavaScript, React.js, Storybook
BACKEND: Databases (MySQL), Node.js, Postman
TOOLS: GitHub, Visual Studio Code, Heroku



EXPERIENCE

design-portfolio



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

- 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 and prototypes in Figma to deliver pixel-perfect and scalable components that will effortlessly coexist and work 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 that each component is described precisely to ensure smooth building process
- supporting development (via Jira tickets and direct communication with developers)
- 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: UI designer and mentor at Hack Your Future Copenhagen Coding School

- helping developers to get a glimpse of design thinking for smooth cooperation with designers
- introducing Figma interface, mechanics and teaching how to explore the files
- showing examples of technical documentation to ensure flawless recreation of components
- answering any burning questions to make sure our students feel confident in their awesome future when they get collaborate with designers

2019 - 2023: freelancing as UX/UI DESIGNER in Denmark

- exercising all my UX/UI skills from UXR to final prototypes
- hands-on research, a lot in-person interaction during testing
- plenty of satisfaction on both sides and constant learning on-the-go
- staying curious, thoughtful, creative, collaborative and willing to make real impact
- being grateful for the opportunities to work with people of various backgrounds
- building portfolio

2005 - 2018: GRAPHIC DESIGNER, PHOTO TECHNICIAN, photographer in Edinburgh 2005-2007 and London Soho Studio 2017-18:

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

2009 - 2018: JEWELLERY DESIGNER / PRODUCT MANAGER

at my jewellery studio est. 2015:

- transforming the customer's idea through my creative additions to reach the aesthetic goal
- ensuring the above is technically feasible. Examples of my designs are in my portfolio

2019 - present: CODING ADVENTURES

- keeping closer on the aesthetic side with frontend as my natural preference
- boosting frontend skills with UX/UI being my professional goal in focus
- compiling a small GitHub showcase <https://github.com/mag-da-lenka>
(some examples can also be found in my portfolio)

2006 - present: TEACHER OF ENGLISH who also DESIGNS COURSES

- creating courses based on students' individual needs for optimal learner experience (LX) and results
- promoting LXD as a version of UXD which requires the same amount of empathy as user/learner-centered thinking
- spreading my practices in:
Denmark 2021 - present: volunteering for Hack Your Future coding school
Poland 2010 - 2019: state/private schools and my language studio
Scotland 2007 - 2009: ESOL tutor for the City of Edinburgh Council
Poland 2006-2007: ESOL teacher in state and private language schools

EDUCATION

UX and Graphic Design

Copenhagen School of Design and Technology,
10 ETCS, 2021



Curriculum:

UX design process
user psychology
behavioral design
UX research
user testing vs. usability testing
aesthetic principles for graphic design
design standards for UI development
Adobe Illustrator
web design principles
Figma masterclass
e-mail marketing
design sprints

Jewellery Design and Production

certified by The Association of Pomeranian
Craftsmen after the official state examination,
Gdansk, Poland, 2010



Fullstack Web Development Course

Hack Your Future Copenhagen Coding School,
Copenhagen 2021



British literature and teaching English as a second language

master's degree, University of Gdansk, 2005

