

# Natalia Krzeszowiec

MANUAL TESTER, PRODUCT DESIGNER (UX/UI)

## Get in touch!

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### LinkedIn:

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### Github

[github.com/natalia-krzeszowiec](https://github.com/natalia-krzeszowiec)

### Gitlab

[gitlab.com/nkrzeszowiec](https://gitlab.com/nkrzeszowiec)

### Behance

[behance.net/nataliakrzeszowiec](https://behance.net/nataliakrzeszowiec)

## Languages spoken

**Polish** - native

**English** - B2 level

## Skills



Postman



SQL



Testmo



Gherkin



Dev tools



Github



Jira



Azure  
DevOps



Visual Studio  
Code



Miro



Figma



Adobe  
Illustrator



Adobe  
Photoshop



Da Vinci  
Resolve

## About me

Hi! I've got 5 years commercial experience as a Product Designer and Manual Tester. I find QA very interesting and extremely important in the product development cycle process. Currently I am looking for a job as a Software Tester to spread my wings in this area!

## Work experience

### UX/UI Designer

**OKE Poland | Jan 2023 - present**

- manual testing of implemented components and functionalities
- creating project documentation
- designing user interfaces (lo-fi and hi-fi) according to business guidelines
- creating and enhancing branding for OKE products (Civileo, Vileo and SPIN AI systems)

### Product Designer (UI)

**STX Next | Sep 2023 - Jan 2023**

- creating user interfaces and developing a scalable system design
- working alongside UX Designers, Product Owners and Developers for clients' project
- creating initial Product Design recommendations for clients with PD Team
- preparing project requirements with client
- manual testing of implemented components and functionalities
- reporting bugs

## Work experience c.d.

### • **Graphic Designer / UI Designer**

**OKE Poland | June 2019 - Jan 2022**

- designing wireframes, mockups and user interface prototypes
- working closely with the development team to ensure compliance and deliver increment at every stage of product development
- creating project documentation
- contact with the client and users to validate the project and collect feedback
- editing promotional clips for company purposes
- preparing all visual materials for the needs of the company (both printed and digital)

## Education

### • **UX Design Weekend Bootcamp (445h)**

**infoShare Academy, June 2021 - January 2022**

### • **Google Analytics for Beginners (16h)**

**Google, November 2021**

### • **UI Design Evening Course (72h)**

**infoShare Academy, October 2020 - December 2020**

### • **Visual Elements of User Interface Design (16h)**

**Coursera, September 2019**

### • **UX Design Fundamentals (13 h)**

**Coursera, September 2019**