PAT KORDOWSKA

Senior UX/UI Designer

Krefeld (DE), Ericeira (PT), Szczecin (PL)

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PROFILE

Senior UI/UX Designer with almost 10 years of experience, focused on UI design. Specialized in UI standards, design systems, typography, color, and visual hierarchy, delivering consistent user-driven interfaces for web and mobile platforms. Skilled in UX fundamentals (user flows, wireframes, prototyping) and motion design basics to enhance storytelling and micro interactions. Experienced in taking projects from concept to pixel-perfect delivery, collaborating with development and strategy teams, and ensuring WCAG compliance and brand consistency across digital products.

LANGUAGES

English – Professional working proficiency	German – Limited working proficiency
Polish – Native	Portuguese – Beginner

EXPERIENCE

❖ Lead UI/UX Designer, Locon
Jul 2019 — Nov 2025
Remote

Designed and delivered end-to-end digital experiences across iOS, Android, and web, from research to final UI. Created and maintained design systems ensuring consistency across platforms. Conducted user research and testing to guide decisions. Collaborated with cross- functional teams to translate business needs into user-centered solutions. Built interactive prototypes in Figma, Sketch, and InVision. Explored AI-driven solutions to improve usability. Delivered landing pages and apps that boosted conversions and customer satisfaction.

❖ UI / UX Visual Designer, So Fine
Mar 2018 — Jun 2019
Szczecin

Designed web and mobile interfaces, e-commerce experiences, and landing pages with strong focus on branding. Created logos, marketing assets, and social media visuals for campaigns. Developed prototypes applying design principles for clarity and engagement. Collaborated with teams to deliver consistent, user-focused solutions.

❖ UI / Visual Designer, Riotters
Jul 2017 — Oct 2018
Remote

Led design of web and mobile interfaces, landing pages, and e-commerce experiences with focus on usability and branding. Produced prototypes, branding elements, and marketing assets that strengthened creative identity. Collaborated with cross-functional teams to deliver bold, user-centered solutions aligned with business goals.

❖ Freelance UI / Visual Designer, Peaks & Pies GmbH
Nov 2015 — Jan 2018
Remote

Led design of iOS/Android apps from wireframes to polished UIs, ensuring intuitive experiences. Designed web interfaces, landing pages, and e-commerce solutions with focus on usability and branding. Produced prototypes, experimental concepts, and marketing assets that strengthened client identity. Collaborated with teams in fast-paced environments to deliver engaging, user-centered digital products.

❖ Graphic Designer, Cosa Nostra .... Jan 2014 — Jun 2017

Szczecin

Designed brand identities, logos, and marketing materials ensuring consistency and recognition. Contributed to early web and app design projects, gaining UI/UX experience and building a foundation for transition into digital product design.

EDUCATION

❖ AI Product Heroes .... Sep 2025

AI-powered Product Workflow

❖ Elements of AI .... Aug 2025

Elements of AI & Building AI Course

❖ Academy of Art in Szczecin .... 2013 — 2018

Bachelor's in Graphic Design

❖ Birmingham City University .... 2007 — 2010

Birmingham Institute of Art and Design

SKILLS

Product Design	User Experience
Mobile Design	User-Centered Design
Web Design	Collaboration & Process
Wireframing	Handoff (Zeplin)
Prototyping	Agile / Scrum
Testing	Problem Solving
Design Systems	

TOOLS

Figma	v0
Adobe (Photoshop, Illustrator, Indesign, After Effects)	Jitter
Framer	Zeplin
LLMs (Chat GPT, Claude, Gemini)	Jira
Midjourney	