Pat Kordowska

Senior UX/UI Designer

Summary

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 microinteractions. 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.

Contact

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Languages

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

Experience

Jul 2019 - Nov 2025 | Remote

Lead UI/UX Designer | Locon

Designed and delivered end-to-end digital experiences across iOS, Android, and web platforms.
Created and maintained design systems ensuring consistency across products.
Conducted user research and usability testing to inform design decisions.
Collaborated with cross-functional teams to translate requirements into solutions.
Built interactive prototypes in Figma, Sketch, and InVision.
Experimented with AI-driven solutions to enhance usability and engagement.
Delivered landing pages, interfaces, and applications improving conversions.

Mar 2018 - Jun 2019 | Szczecin, PL

UI / Visual Designer | So Fine
Designed web and mobile interfaces, landing pages, and e-commerce experiences.
Created logos, marketing assets, and social media visuals.
Developed prototypes and applied graphic design principles.
Collaborated with teams to deliver designs improving user engagement.
Turned complex requirements into simple, impactful solutions.

Jul 2017 - Oct 2018 | Remote

UI / Visual Designer | Riotters
Led design of web and mobile interfaces, landing pages, and e-commerce.
Produced prototypes and experimental concepts with strong visual impact.
Developed branding elements, campaigns, and visuals including logos.
Collaborated with product, marketing, and development teams.
Transformed complex ideas into bold, user-centered designs.

Nov 2015 - Jan 2018 | Remote

Freelance UI / Visual Designer | Peaks & Pies GmbH
Led design of mobile applications for iOS and Android.
Designed web and mobile interfaces, landing pages, and e-commerce solutions.
Produced experimental concepts and prototypes.
Created branding elements, logos, and social media assets.
Delivered designs under tight deadlines in fast-paced environment.

Jan 2014 - Jun 2017 | Szczecin, PL

Graphic Designer | Cosa Nostra
Designed brand identities, logos, and visual assets.
Created marketing and print materials ensuring consistency.
Contributed to early UI design projects and digital interfaces.
Built foundation in UI/UX design, leading transition into product design.

Education

Academy of Art in Szczecin – Bachelor's in Graphic Design (2013 – 2018)
Birmingham City University – Birmingham Institute of Art and Design (2007 – 2010)
Elements of AI – Elements of AI & Building AI Course (Aug 2025)
AI Product Heroes – AI-powered Product Workflow (Sep 2025)

Skills

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

Tools

Figma (UI Design, Prototyping)

Adobe Photoshop, Illustrator, After Effects, InDesign
Jitter (Motion Design, Animation)
Zeplin (Handoff)
ChatGPT (Creative Assistant)
Gemini
Midjourney (Image Generation)
Framer (Websites)
Jira (Project Management)