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|  | **PAT KORDOWSKA** |  |
| **Senior UX/UI Designer**  Krefeld (DE), Ericeira (PT), Szczecin (PL) |
| **+48 605 678 158** |  | [**patkordowska@gmail.com**](mailto:patkordowska@gmail.com) |
|  | **LINKS** |  |
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|  | [***LinkedIn***](http://linkedin.com/in/patkordowska)***,*** [***Portfolio***](https://patkordowska.framer.website/) |  |
|  | **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

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.

Remote



**UI / UX Visual Designer, So Fine**

Mar 2018 — Jun 2019

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.

Szczecin



**UI / Visual Designer, Riotters**

Jul 2017 — Oct 2018

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.

Remote



**Freelance UI / Visual Designer, Peaks & Pies GmbH**

Nov 2015 — Jan 2018

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.

Remote



**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