

# Paulina Lis — Product Designer

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## Professional Summary

Product Designer with 5+ years of experience designing digital products across B2B and consumer domains. Specialized in end-to-end product design, from problem discovery and user research to interaction design and delivery. Strong background in complex systems, ERP products, and close collaboration with product managers and engineering teams to deliver scalable, user-centered, data-informed design solutions.

## Experience

### Product Designer (UX Designer)

Comarch S.A. | 08.2023 - Present

- Designed and evolved complex ERP web interfaces, balancing legacy desktop behaviors with modern web interaction standards.
- Collaborated with product managers, business stakeholders, and frontend developers to translate accounting, finance, and commerce workflows into scalable UX/UI solutions.
- Worked end-to-end with engineering teams from concept and interaction design through implementation and iteration.
- Led the definition and development of a component library, including requirements definition, prioritization, and implementation validation.
- Created and maintained UX documentation and interface standards to ensure consistency across teams.
- Acted as a UX quality gate, supporting other designers and ensuring alignment with shared design principles.

### UX/UI Designer (Freelance)

09.2022 - 08.2023

- Delivered end-to-end UX/UI design solutions for web applications, mobile apps, and landing pages, from problem definition to final UI.
- Collaborated directly with clients to define scope, clarify business goals and translate requirements into user-centered design solutions.
- Conducted user research and competitive analysis to inform design decisions and validate proposed concepts.
- Designed wireframes, interactive prototypes and final UI, iterating based on feedback and technical constraints.

## **Project Manager**

**Nice Up Events Incentive Travel Sp. z o.o.** | 06.2021 - 06.2023

- Led end-to-end delivery of interactive digital projects, owning strategy, concept development, execution, and final outcomes.
- Defined product and experience strategies, including user scenarios, interaction concepts, and engagement mechanics.
- Collaborated directly with clients to align business goals, expectations and product decisions.
- Coordinated cross-functional team, managing timelines, priorities and dependencies.
- Owned the user experience across projects, validating usability through testing and iterating to improve clarity and engagement.

## **UX/UI Designer**

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- Designed interactive digital platforms and game-based experiences for corporate onboarding, education, and team-building.
- Worked on web-based and 3D game interfaces, shaping user flows, interaction logic, and visual hierarchy for diverse user groups.
- Collaborated with a cross-functional team on concept development, combining user needs, engagement goals, and technical feasibility.
- Created UI elements and visual assets while ensuring consistency across interactive experiences.

## **Skills**

Product design (end-to-end), user-centered design, UX/UI design, user research and insight-driven design, information architecture for complex systems, designing user flows and interaction patterns, design systems and component libraries, prototyping, usability testing and iterative improvement, data-informed design decisions, collaboration with product and engineering teams, end-to-end ownership of design outcomes

## **Tools**

Figma, Adobe XD, Miro, FigJam, Jira, Confluence, Google Docs/Sheets/Forms

## **Design Systems**

PrimeNG, Material UI, Ant Design

## **Education**

**Jagiellonian University**

- Computer Science of Video Games | 2020 - 2022
- Math Science, Bachelor's degree | 2016 - 2020

## **Languages**

- Polish - Native
- English - B2+