Paulina Lis — UX/UI Designer / Product Designer

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Professional Summary

UX/UI Designer with 5+ years of experience in designing complex digital products, including ERP and e-commerce solutions. Specialized in building and scaling Design Systems, component libraries, and token-based UI foundations in close collaboration with product and frontend teams. Experienced in end-to-end product design, from user research and UX strategy to high-fidelity UI, prototyping, and implementation support in Figma. Strong focus on consistency, scalability, and business-driven user experience in multi-team environments.

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.
- Designed e-commerce store templates, focusing on scalable layouts, reusable components, and consistent UX patterns across different business scenarios.
- Worked closely with product managers, business stakeholders, and frontend developers to translate complex product requirements into scalable UX/UI solutions.
- Led the definition, development, and maintenance of a scalable Design System and component library, supporting multiple product areas and teams.
- Applied design tokens concepts (spacing, typography, colors, states) to improve UI consistency and scalability across the product.
- Ensured design-to-code consistency through close collaboration with frontend developers and validation of component implementation.
- Created and maintained UX documentation and interface standards to support consistency across teams.
- Acted as a UX quality gate, supporting other designers and ensuring high design standards and visual consistency.
- Worked end-to-end with engineering teams from concept and interaction design through implementation and iteration.

UX/UI Designer (Freelance)
09.2022 - 08.2023
- Delivered end-to-end UX/UI design solutions for web, mobile, and e-commerce projects.
- Designed user-centered interfaces focused on usability and business goals.
- Collaborated directly with clients to define scope and translate requirements into design solutions.
- Created wireframes, prototypes, and final UI, iterating based on feedback and constraints.

Project Manager
Nice Up Events Incentive Travel Sp. z o.o. | 06.2021 - 06.2023
- Led end-to-end delivery of interactive digital products, owning UX strategy, concept development, execution, and final outcomes.
- Defined product and experience strategies, including user scenarios, interaction concepts, and engagement mechanics.
- Collaborated closely with clients and stakeholders to align business goals with user experience and product decisions.
- Coordinated cross-functional team, ensuring alignment between design, development, and delivery timelines.
- Owned the user experience across projects, validating usability through testing and iterating to improve clarity, engagement, and overall product quality.

UX/UI Designer
Nice Up Events Incentive Travel Sp. z o.o. | 10.2020 - 05.2021
- Designed interactive digital platforms and experience-driven products, focusing on user flows, interaction logic, and usability.
- Worked on web-based interfaces, shaping information architecture, interaction patterns, and visual hierarchy for diverse user groups.
- Collaborated with cross-functional teams on concept development, balancing user needs, engagement goals, and technical feasibility.
- Created UI elements and visual assets while ensuring consistency across interactive experiences.

Skills
UX/UI Design (web, mobile, e-commerce), End-to-end product design, User research and usability testing, Information architecture, User flows and interaction patterns, Design Systems and component libraries, Token-based design foundations, Prototyping and iterative improvement, Collaboration with product and engineering teams

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+