PRZEMYSŁAW CHOJECKI

I am a product designer devoted to creating intuitive and visually appealing user experiences. With a strong focus on data-driven designs, I oversee projects from initial brainstorming to final deployment, whether they are simple apps or complex business solutions.

I have a knack for turning complex problems into streamlined designs, ensuring that each product is both functional and a joy to use. My process is hands-on, involving thorough planning, detailed prototyping, and a commitment to pixel-perfect execution.

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Monkin
Jul 2018 - Present

Operating a one-person design studio as an extension of my freelance activities. Additionally, created and sold several advertising-based websites that generated steady passive income.

AddShoppers
Contract Designer / May 2023 - Oct 2023

Contracted to streamline graphic assets and redesign segments of the admin-facing dashboard for AddShoppers and SafeOpt® tools.

Omnilogy
UI Designer / May 2023 - Oct 2023

Designed CI/CD and Mainframe Monitoring tools for Dynatrace AppEngine. Additionally, recreated Dynatrace's design system from their design documentation, as no Figma files were available, to facilitate usage by other designers within the company.

Blink Shell
Designer / Mar 2021 - Dec 2022

Designed website concepts, iOS widgets, illustrations, and graphical assets for Blink Shell, Code, and Build. Additionally, took responsibility for research, guides, how-to content, and other community-oriented materials.

Freelance
Designer / Feb 2004 - Jan 2018

Over the years, I designed websites for various clients and interactive agencies. Additionally, I managed numerous online campaigns, created marketing assets, designed logos, and handled various related tasks.

HICX Solutions
Brand Designer / Apr 2014 - Oct 2014

Contracted to create a new logo, develop comprehensive branding, and an advertising strategy.

Clearcode
Senior Designer / Dec 2011 - Jan 2014

Most of my work involved designing and prototyping interfaces for numerous AdTech and Analytics projects, as well as creating marketing websites.

Can't Stop Games
Interface Designer / Jun 2009 - Jul 2010

Created the Can't Stop Games logo and branding materials, investor pitch deck, social media, and advertising assets. Designed user interfaces for the Tanadu and Pirate Saga games.

NaszaKlasa.pl
Designer / Nov 2008 - Jan 2009

Created landing pages, advertisements, and assets for NK.pl.

Internet Designers - id.pl
Web Designer / Oct 2007 - Nov 2008

Responsible for designing online campaigns, websites, landing pages, and advertisements.