



# Jagoda Pulit-Pacanowska

## UX/UI | Product Designer

### Contact

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Kraków

### Skills

Workshops

User Story Mapping

Design Thinking

UI design

Design Systems

Planning Tasks

Information Architecture

Wireframing

Rapid Prototyping

Ideate

Research

WCAG

User Testing

Scrum

Mentoring

Coaching

### Experience

#### UX/UI Designer

Railwaymen – Dec 2022 – Present, Contract

- Took care of two projects, food delivery app for a South Arabia company and internal work time tracking project,
- Managed expectations of both internal and external stakeholders
- Gave and received feedback from other team members,
- Designed user flows and lo-fi, hi-fi wireframes and prototypes,
- Took part in customer workshops

#### UX/UI Designer

NASK – May 2022 – Mar 2023, Full Time, Remote

- Designed and implemented UX Strategy and value stream for public sector,
- Participated in meetings with business stakeholders and product owner,
- Lead a design team, provided mentoring and feedback for junior colleagues,
- Conducted an online evangelisation lecture about UX for 160 employees,
- Created research and test scenarios, conducted usability tests, ethnographic and context research,
- Conducted analysis of UX and WCAG audit implemented suggestion
- Conducted workshops e.g.: brainstorming, user story mapping, cardsorting,
- Designed user flows and sitemaps, lo-fi, hi-fi wireframes and prototypes,
- Redesigned pre-existing applications

#### UX/UI Designer

DIMARK IT S.A – April 2021 – April 2022, Full Time, Remote

- Independent UX/UI Designer,
- Created solutions for airports' baggage handling and intralogistics system,
- Product analysis and planning for several applications,
- Presented solutions to business,
- Conducted workshops and tests - online and offline,
- Designed information architecture, wireframes lo-fi and hi-fi, user flows, clickable prototypes for tests,
- Collaborated with developers

## Tools

Figma  
FigJam  
Miro  
Adobe XD  
UXpin  
HotJar  
Adobe Photoshop  
Adobe Illustrator  
Youtrack  
Jira

### UX/UI Designer

Gold Place – June 2021 – March 2022, Remote – Contract

- Designed a tool for virtual office management,
- Analysed technical constraints and negotiated with the team,
- Analysis of direct and indirect competition,
- Lead the UX/UI design, collaborated with product owner and developers,
- Designed lo-fi, hi-fi wireframes and prototypes for mobile and desktop

### UI Designer

Enovey – February 2021 – May 2021, Remote – Contract

- Mobile application for students of Akademia UXUI.

### Freelance UX/UI Designer

August 2020 – May 2022, Remote

- Designed mobile applications in the area of health care and education.

## Languages

Polish - Native  
English - B2

## Side Project

### Glycemo

Owner – 02 April 2022 – Present

Project for people suffering from insulin resistance and diabetes, an application that will help plan and control meals considering low glycemic index.

## Achievements

### Award for app “Victoria”

Hackaton “Otwarte Dane” – 02 April 2022 – 03 April 2022

Designed a prototype of an application that will help Ukrainians fleeing the war, using government APIs in 24 hours. I received a job offer at NASK.

## Education

### UX Mentee – grow up

Design Mentorship – October 2021 – February 2021

Competency development in cooperation with a mentor 1:1,

Worked on a commercial project covered by the NDA.

### Fullstack UX/UI Designer

Akademia UXUI – September 2020 – August 2021

450 hours of lectures and practical exercises on real cases implementing 5 stages of UX/UI design circle: Research, Ideate, Modeling, Design, Business.

I hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying.