



Jagoda Pulit-Pacanowska

UX/UI | Product Designer

Contact

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Kraków

Skills

Workshops
Card Sorting
User Story Mapping
UX Strategy
Design Thinking
Design Sprint
Planning Tasks
Information Architecture
Wireframing
Rapid Prototyping
Paper Prototyping
Ideate
Research
WCAG
Analytical Thinking
User Testing
DesignOps
Scrum
Kanban

Experience

UX/UI Designer

NASK – May 2022 – Present, 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,
- Recruitment support for UX/UI Designer position (portfolio verification, candidates interviews),
- Picked tools for UX team,
- 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 suggestions,
- 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, 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

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

Tools

Figma

FigJam

Miro

Adobe XD

UXpin

Balsamiq

HotJar

Adobe Photoshop

Adobe Illustrator

Penpot

Youtrack

Jira

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.

Digital Artist and Website Editor

Inpress – November 2018 – May 2019, Hybrid

- Created/edited video content, took and edited photos, graphic design,
- Planned posts and Instagram stories,
- Posted information about all interesting events, concerts, performances and other events organized in Krakow on the website lifeinkrakow.pl

Achievements

Languages

Polish - Native

English - B2

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.

Akademia UXUI

Design Mentorship – February 2021 – May 2021

During the course I have been chosen by CEO of Akademia UXUI

- Chris Badura, to design an application for Akademia UXUI students.

Education

No-code developer

Airdev – August 2021 – Present

The online program teaching the next generation of software developers how to build without code.

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.