



[www.heiux.com](http://www.heiux.com)  
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Work eligibility:  
EU (Polish citizen)  
China (family permit)

# Tomasz Czarnecki

## a Senior Product Designer (UX/UI)

### with an Intercultural Background



## Personal Statement

A passionate **Product Designer (UX/UI)** and **Developer**, a **Problem Solver** with more than 7 years of overseas working experience.

Excellent algorithmic thinking and mission to create logical experiences combining user and business needs. Proven track record of intercultural work experience, including **project managing** roles.

Experienced in introducing, designing and maintaining **Design Systems**. Successfully increased user engagement and Heineken's Data Lake's health by adding **Gamification** into a corporate environment.

Fascinated by **Metaverse**, **Web3.0** and **Blockchain** technology. Able to contribute to your Digital Products since the research, ideation, through prototyping and high fidelity design phases.

## Professional Experience

05.2021 - now  
10 months

**Senior Product Designer (UX & Gamification)** • Heineken • Amsterdam, Netherlands

Skills: gamification, game economy, design systems, prototyping, wireframing

Tools: Figma, Adobe CC, Davinci Resolve

- Worked with BIG DATA & AI teams providing analytical solutions for Internal Users;
- Created an initial version of a Design System that increased product's coherence;
- Introduced Gamification to increase Data Quality in the Heineken's Data Lake;
- Created a concept of a Gamified Solution that would spark bottom-up innovation;
- Applied intercultural proficiency to research users located on 6 continents;

02.2020 - 05.2021  
1 year 4 month

**Product Designer (UX/UI)** • macopedia.com • Poznan, Poland

Skills: design systems, problem solving, design thinking, usability testing, prototyping

Tools: Figma, Adobe CC, Jira, Odoo, Mattermost

- Standardised company's workflow by introducing a cohesive Design System;
- Transferred design workflow to cloud-based software - Figma;
- Organised a series of Figma lectures for co-workers;
- Worked independently with clients across the European Union;
- Encouraged usage of Design Thinking methodology in the company's strategy;

05.2017 - 12.2019  
2 years 8 month

**Associate Designer | Team Lead** • SEVEN International • Guizhou, China

Skills: Chinese, management, leadership, working with tight deadlines, recruiting

Tools: Rhinoceros 3D, Lumion, Adobe InDesign/Photoshop

- Successfully led team of 10 Chinese-only speaking designers;
- Simultaneously managed teams located on 2 continents: in China and Poland;
- Provided conceptual designs for 4 Social Housing projects and 5 local Banks;
- Led recruitment processes of 12 junior staff-members (for Polish office);
- Prepared series of Rhinoceros 3D courses (in Chinese office);
- Led client meetings and presentations for Chinese customers;

06.2016 - 05.2017  
1 year

**Parametric Designer** • PWD Architecture • Beijing, China

Skills: sketching, research, concept design, working with tight deadlines

Tools: Rhinoceros 3D, Grasshopper, C# Scripting, Adobe Illustrator/InDesign

- Played a crucial role in winning 21 million m<sup>2</sup> Urban Planning competition;
- Saved hundreds of working hours by building an Urban Planning Library;
- Taught series of Grasshopper workshops for coworkers;
- Introduced parametric design methodology;

**02.2015 - 06.2016**  
1 year 5 months

**Parametric Designer** • MAD Architects • Beijing, China

Skills: parametric design, algorithmic thinking, genetic algorithms, optimisation  
Tools: Rhinoceros 3D, Grasshopper, C# Scripting, Adobe Illustrator/InDesign

- Was the main architect and developer of a Scripting Library;
- Was a key member of the company's Parametric Research Group;
- Saved hundreds of working hours by providing complex parametric models;

**01.2014 - 02.2015**  
1 year 2 months

**Junior Architect** • SEVEN International • Poznan, Poland and Guizhou, China

Skills: Chinese, intercultural communication, management, concept design;  
Tools: Rhinoceros 3D, Adobe Illustrator/InDesign, AutoCAD

- Provided conceptions of buildings that were later realized by Chinese team;

**09.2013 - 01.2014**  
5 months

**Construction Site Intern** • Budnex Developer • Gorzow, Poland

- Helped a construction site manager to supervise the quality of construction;

**11.2012 - 05.2013**  
7 months

**Interior Design Intern** • Kaja Interieurs • Netherlands

- Supported senior designers in an office as well as on a site;

## Formal Education

**09.2014 - 04.2015**  
8 months

**Building and Environment Ph.D.** • Poznan University of Technology • Poland

- 2 semesters of Ph.D. studies realized at Faculty of Civil Engineering;
- Focused on Parametric Design: Grasshopper, C#, Algorithmic Thinking;

**09.2011 - 06.2012**  
10 months

**Architecture Erasmus** • Istanbul Technical University • Turkey

- 2 semesters of international exchange;

**03.2011 - 06.2014**  
3 years 4 months

**Architecture M.Sc.** • Poznan University of Technology • Poland

- Graduated with the highest A-grade;

**09.2007 - 02.2011**  
3 years 6 months

**Architecture B.Eng.** • Poznan University of Technology • Poland

- Supervisor: prof. Ewa Pruszeicz-Sipińska, dean of the Architecture Faculty;

**09.2006 - 06.2007**  
10 months

**Computer Science B.Eng.** • Poznan University of Technology • Poland

- 2 semesters of B.Eng. studies in English;

## Skills and Tools

skills	<ul style="list-style-type: none"><li>• Problem solving</li><li>• Working under pressure</li><li>• Information architecture</li></ul>	<ul style="list-style-type: none"><li>• Prototyping</li><li>• Usability testing</li><li>• User research</li></ul>	<ul style="list-style-type: none"><li>• Design thinking</li><li>• Management</li><li>• Teamwork</li></ul>
tools	<ul style="list-style-type: none"><li>• Figma</li><li>• Adobe XD</li><li>• Jira</li><li>• Odoo</li></ul>	<ul style="list-style-type: none"><li>• Adobe CC</li><li>• Git</li><li>• Npm/Node.js</li><li>• Agile</li></ul>	<ul style="list-style-type: none"><li>• React</li><li>• Javascript</li><li>• CSS</li><li>• Html</li></ul>
languages	<ul style="list-style-type: none"><li>• English: C2</li></ul>	<ul style="list-style-type: none"><li>• Polish: Native</li></ul>	<ul style="list-style-type: none"><li>• Chinese: B2</li></ul>

## Courses and Trainings

**UX Design Masterclass** • by Matt Hryhorskyy

**Master Digital Product Design: UX Research & UI Design** • by Rob Sutcliffe

**UX Design & User Experience Design Course** • by Daniel Walter Scott

**User Experience Design - Adobe XD UI UX Design** • by Daniel Walter Scott

**Responsive Web Design - HTML5 CSS3 Bootstrap** • by Daniel Walter Scott

**UX & Web Design Master Course: Strategy, Design, Development** • by Joe Natoli

**The Complete Web Developer in 2019: Zero to Mastery** • by Andrei Neagoie



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# Tomasz Czarnecki

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## Cover Letter

Dear **Team**,

my name is Tomasz. I am a passionate **Product Designer (UX/UI)**, who can code. I am a **Problem Solver** with excellent algorithmic thinking skills and more than 7 years of **overseas working experience**. I am proficient with HTML, CSS, JavaScript, Jira, and GIT - currently learning React+Redux.

During these last years, I have had the chance to live and work in three different cultural backgrounds. I was born and raised in **Europe**, studied in the **Middle East**, and worked in **East Asia**. This unique cultural background taught me great respect for cultural diversity. I believe that every human being is unique and worth being listened to.

I have a strong professional background in **Design** and **Computer Science**. For most of my professional career, I was working as a hybrid designer-developer using Grasshopper 3D visual programming language with Rhino Common library ([https://en.wikipedia.org/wiki/Grasshopper\\_3D](https://en.wikipedia.org/wiki/Grasshopper_3D)). With my unique skill-set, I had a chance to contribute my time and talent to one of the most iconic buildings of the XXI century: **Harbin Opera House** in China (<https://www.archdaily.com/778933/harbin-opera-house-mad-architects>).

I am also a proficient Mandarin speaker. I had a chance to live and work for 5 years in China, where I grew and worked as a **Project Architect**. I successfully led projects, organized client presentations and design workshops - all in Chinese. I **managed** a team of Mandarin-only speakers to deliver high-quality designs within the deadlines.

I believe that the design process of every digital or physical product should be **user-oriented** - it is crucial for its success. But it also should be **business-centered** - as no product could exist without fulfilling its commercial goals.

For more information concerning my background, please take a look at "About Section" of my webpage: <https://www.heiux.com/>

or my LinkedIn profile:

<https://www.linkedin.com/in/tczarnecki/>

If you have any questions, please do not hesitate to contact me.  
I am looking forward to hearing from you!

Best Regards,  
**Tomasz Czarnecki**