

# Stanislaw Olszewski

## UX/UI Designer

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### **SUMMARY**

I am a UX/UI Designer with strong skills in user research, wireframing, and prototyping. I am proficient in Figma, Illustrator, and frontend basics (HTML/CSS, Python). I am currently pursuing a Computer Science degree, focusing on creating intuitive, user-centred designs. I am eager to contribute to innovative projects and collaborate in dynamic teams. I am an active participant in non-commercial projects and project challenges (Hackathon).

### **PROFESSIONAL EXPERIENCE**

#### **ITMAE – UX/UI Designer (09/2024 – Present) Poznan, Poland**

Creating and optimizing UI components and interactive prototypes.  
Conducting UX research and implementing insights into design.  
Working in an Agile environment with JIRA task management.  
Weekly team meetings for progress updates and problem-solving.  
Ensuring responsive design for various devices (desktop, tablet, mobile).

#### **Python Developer – Telegram Bot Projects (09/2023 - 08/2024)**

Developed automated Telegram bots for businesses and individuals.  
Integrated Telegram API for dynamic bot functionalities. Implemented scripts for automated document generation and processing. Ensured data security and streamlined user interactions.

#### **Freelance UX/UI Designer (10/2021 – 08/2023) Minsk, Belarus**

Designed intuitive interfaces for web and mobile applications. Conducted user research, market analysis, and competitor benchmarking. Developed high-fidelity wireframes and prototypes in Figma. Collaborated with developers to ensure design feasibility. Improved user experience based on feedback and usability testing.

### **EDUCATION**

Collegium Da Vinci – **Computer Science** (3rd Year, Expected Graduation: Mar 2025) Poznan, Poland  
Thesis Project: Modern Approaches in Visual and UX/UI Design

### **CERTIFICATES**

Hackathon 2025 Warsaw  
SQL Fundamentals (Sololearn) – 2022  
Telegram Bot Development – 2021  
Python for Beginners – 2021  
UX/UI Design – 2020

### **LANGUAGES**

Russian – Native(C2) , **Polish** - Fluent (C1) , **English** – Upper-intermediate (B2)

## **SKILLS**

### **Technical Skills**

Design Tools: Figma, Illustrator, Sketch, Photoshop

UX/UI Techniques: Wireframing, Prototyping, UX Research, Interactive Prototypes, usability heuristics, A/B testing, heatmaps, design systems, Design Thinking, Lean UX

Frontend Basics: HTML, CSS, Java, Bootstrap

Development & Databases: Python (Django, OOP), SQL (PostgreSQL, SQLite, MongoDB)

Project Management & Collaboration: JIRA, MIRO, Git

### **Soft Skills**

Problem-solving & Critical Thinking

Creativity & Innovation

Task Prioritization & Time Management

Adaptability & Continuous Learning

Teamwork & Cross-functional Collaboration

Achievements:

- Optimised the UI, increasing conversion by 20%
- Developed a prototype that passed 10+ usability tests

I consent to the processing of my personal data for the purposes necessary for the recruitment process (in accordance with the Personal Data Protection Act of 10 May 2018 (Journal of Laws of 2018, item 1000) and in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46/EC (RODO).