



## Monika Izdebska

Senior Product Designer

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## ABOUT ME

I am a data-driven problem solver with a background in Sociology and Industrial Design. Born in Poland and currently based in Madrid, I have 6+ years of experience creating intuitive and simple products that help businesses grow.

My current goal is to shift from designing the best solutions in given circumstances to creating innovative products that users love. I'm particularly interested in working with companies with a user-centered culture, as passionate about crafting delightful UX as I am.

When I'm not designing, I enjoy hiking in the woods, collecting polypores, and practicing anthropology from home by watching documentaries on the Amish or Haitian street gangs.

See below what I'm good at. ↓

## WORK EXPERIENCE



Since 08.2022  
Senior Product Designer  
REVEL,  
Madrid



09.2020 - 08-2022  
UX Designer  
Sanga Studio,  
Madrid



09.2020 - 08.2021  
Lead UX Designer  
Riveter,  
Remote



11.2019 - 04.2020  
Graphic & Web Designer  
Boreal Projects,  
Madrid



08.2017 - 09.2019  
Graphic & Web Designer  
Agent Buzz,  
Warsaw



12.2015 - 10-2016  
Graphic Designer  
Option,  
Cracow

## EDUCATION

02.2015 - 07.2015  
Web&Digital Design Workshop  
Opus B, Academy of Fine Arts, Cracow

09.2011 - 06.2015  
Industrial Design and Graphic Design  
Jan Matejko's Academy of Fine Art, Cracow

09.2008 - 06.2011  
Sociology, Multimedia and Social Communication  
Academy of Science and Technology, Cracow

## CURRENTLY LEARNING

- Carpentry
- Framer

## DESIGN SKILLS

### Software

Figma	●●●●●
Adobe Photoshop	●●●●●
Adobe Illustrator	●●●●●
Sketch	●●●●●
Principle	●●●●●
Adobe InDesign	●●●●●
Webflow	●●●●●
Hotjar	●●●●●
Data Dog	●●●●●
Adobe After Effects	●●●●●
Framer	●●●●●

### Knowledge

- Typography, color theory and layout
- User Interface (UI) design
- Responsive and adaptive design for multiple devices
- User research and persona creation
- Information architecture (IA) and user flows
- Interaction design and micro-interactions
- Usability and A/B testing
- Conducting user interviews and surveys
- Ethnographic studies and field research
- Card sorting and tree testing
- Data analysis from usability testing
- User painpoint identification and solutions
- Working with cross-functional teams
- Storyboarding and journey mapping
- Designing for emotional impact and user satisfaction

## LANGUAGES



I can also say "sorry, I'm late" in Chinese 对不起, 我迟到了

## HOBBIES AND INTERESTS



Art



Adventure



Interior Design



Photography



Plants



Cinema



Healthy lifestyle



Psychology



Antropology