

ABOUT

Designer with a background in architecture, visual communication, 3D and motion, working across UX/UI and digital design.

I combine strong visual thinking with a practical approach to design — understanding user needs, simplifying complex requirements and creating clear, functional solutions. Years of professional design work have taught me to balance usability, aesthetics, technical constraints and business goals.

SKILLS

Design: UX/UI · User Flows · Wireframing · Prototyping · Interaction Design
· Responsive Design · Design Systems · UI Components

Visual: Visual Design · Typography · Illustration · Motion · 3D · Animation

Tools: Figma · Webflow · Photoshop · Illustrator · After Effects · Jitter · Maya · Blender
· ChatGPT · Claude

EXPERIENCE

FREELANCE
UX/UI & Visual Designer
2025–Present

- Designed responsive websites and digital interfaces from concept to high-fidelity UI.
- Created user flows, wireframes, prototypes and reusable components in Figma.
- Worked directly with clients to turn their needs and business goals into clear digital experiences.
- Developed visual and interaction concepts across web and digital projects.

TORUS
Interior Architect / Designer
2020–Present · Gdańsk

- Led design projects from requirements and concept development through implementation.
- Translated user, business and technical needs into clear, functional design solutions.
- Designed wayfinding and visual identification systems with a focus on usability and accessibility.

ILIARD
Lead Designer
2017–2018 · Kraków

- Led a design team delivering complex projects from concept through implementation.
- Coordinated creative, technical and stakeholder requirements while maintaining a coherent design direction.

LPP
Interior Architect / Designer
2014–2017 · Gdańsk

- Coordinated retail design projects from concept through implementation.
- Worked across design, technical and construction teams within established brand guidelines.

GRUPA SMACZNEGO
2D/3D & Motion Designer
2013–2014 · Gdańsk

- Created 2D and 3D animation, graphics and visual content for television and advertising.
- Worked across animation, modelling, visualization and graphic design.
- Developed visual concepts and motion-based communication assets.

ITC SERVICE GROUP
Project Coordinator
2010–2012 · Sacramento, USA

- Coordinated project documentation and multidisciplinary construction teams.
- Managed communication between project stakeholders and technical teams.

EDUCATION

UX/UI Design — infoShare Academy
Webflow — Nueve Design

American River College, Sacramento, USA
Art New Media — 3D Modelling & Animation | 2011

Gdańsk University of Technology
Architecture and Urban Planning | 2004–2009