

Justyna Kaczmarczyk

UX Designer

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Cambridge, UK

Summary

Designer with a strong visual foundation and hands-on experience across the full UX process, from research to high-fidelity design. Combines creativity, analytical thinking, and a user-centred approach to craft digital experiences that are both intuitive and aligned with business goals.

Education

CareerFoundry /

UX Design Certificate

2024 – 2025 / Remote, UK

Pontifical University of JPII /

History of Art, BA

2011 – 2014 / Cracow, Poland

Skills & Tools

Skills:

User research · Competitor analysis · User interviews · User surveys · User persona · Affinity mapping · User journeys · User flows · Concept sketches · Wireframes · Mood boards · Visual design · Style guides · Design systems · Mockups · Interaction design · Prototyping · A/B testing · User testing · Iterative design · Accessibility design · Information architecture · Site maps · Card sorting · Responsive design · Problem solving · Creative thinking · Detail-oriented · Collaboration

Tools:

Figma · FigJam · Balsamiq · FrameO · Lucidchart · Optimal Workshop · Userbrain · UserTesting · Blender · Microsoft Office

Experience

Dustid / UX Designer

SEP 2025 – PRESENT / Remote, UK

Leading the redesign of the website, which includes research, wireframing, design, prototyping, and user testing, with the goal of improving user conversion and retention rates by 50%.

Practising Scrum and working closely with Product Managers, UX Designers, and developers to ensure timely delivery. Creating design documentation to support project handover and consistency.

Independent projects / UX/UI Designer

FEB 2024 – JUN 2025 / Remote, UK

Leveraged mentorship from industry professionals to develop UX projects, several of which were showcased ([HAVN](#), [BDYMND](#), [Vocabaroo](#)), and demonstrated effective communication skills when presenting design concepts during reviews.

Conducted user interviews and surveys to gather insights, and analysed qualitative and quantitative data to identify pain points. Developed wireframes and interactive prototypes using Figma, applied UI design principles and contributed to a small-scale design system with reusable UI components and ensured they met accessibility standards. Performed usability testing to validate design solutions.

Porcelanosa / Showroom Consultant

SEP 2020 – DEC 2023 / Cambridge, UK

Achieved 160% of the individual target, contributing significantly to increasing sales.

Identified customer needs and presented multiple design solutions using Blender, driving sales. Managed multiple projects and met deadlines while collaborating with clients to understand their needs.

Freelance / Interior Designer

JUN 2017 – AUG 2020 / Cracow, Poland

Created mood boards, layouts, and used Blender to create 3D visualisations to showcase design ideas, and iterate based on clients' feedback.

Developed user-centred spatial designs that balanced aesthetics and functionality, applying principles of ergonomics and spatial usability to enhance comfort and flow within living spaces.