

WEBSITE

 tommikaux.com

EMPLOYMENT HISTORY

- ✳ **Freelance UX/UI Designer**
2024 - Present
- ✳ **Jacobs / Ch2m**
2016 - Present
Austin, TX; Cracow, Poland;
Portland, OR.
Architectural Designer,
Architectural Technician,
Architectural Intern.
- ✳ **Kontrapunkt V-projekt**
08-09 / 2015
Cracow, Poland
Architectural Intern

Jawor Construction Services,
07-08 / 2015
Brzesko - Construction Intern

EDUCATION

- 05/2024
✳ Georgia Institute of Technology
**Introduction to UX Design
course certificate**
- 2016-2018
✳ Cracow University of
Technology,
College of Architecture
Master's degree
- 01-05 / 2016
✳ University of Tennessee, Knoxville
- College of Architecture
- semester abroad
- 2013-2016
✳ Cracow University of Technology,
College of Architecture
Bachelor's degree
- 2011-2013
Hand drawing school „Koletek”

SOFTWARE SKILLS

Figma
Adobe Suite
Webflow
Revit, Blender, Bluebeam,
Navisworks, Autocad,
Sketchup, Enscape, Microsoft
Office

LANGUAGES - BILINGUAL

English - native
Polish - mother tongue

TOM MIKA

UX / UI / Product Designer

+8 years of design experience

With a background in architectural and freelance UX/Product Design, I bring a unique blend of **technical precision** and **creative problem-solving to UX design**, allowing me to approach digital products with both functionality and aesthetics in mind.

My experience managing **complex, large-scale international projects** has equipped me with strong collaboration and communication skills, essential for working with diverse teams and stakeholders. Combined with my UX/UI training, graphic design expertise, and passion for innovation, this foundation makes me a thoughtful and well-rounded product designer.

EXPERIENCE DESCRIPTION

- ✳ **Kregle** - a modern, browser-based **dashboard browser app** in ongoing development for the Polish Bowling association. UX and UI design, competitor analysis, low and high fidelity prototypes, research, user testing and evaluation.
- ✳ **Letsplay** - group exercise and team sports event creation **mobile app** case study including product design.
UX and UI design, competitor analysis, low and high fidelity prototypes, research, user testing and evaluation.
- ✳ **Perplex** - **desktop browser game** in ongoing development case study, product design, competitor analysis, UX and UI design.
- ✳ **Duit** - task list creation **mobile app** case study including product design, UX and UI design, competitor analysis, research, user testing and evaluation.
- ✳ Summary of Architectural Design experience (+8 years):

Architectural Designer on a variety of project types including semiconductor, higher education, federal, waste water treatment, data center and infrastructure buildings.

Tasks and duties included: **design**, detailing, construction administration, construction document preparation, design package ownership, **team leading**, 3d modeling, rendering, **cross-discipline coordination**, BIM management, **graphic design**, rendering, client and vendor meetings.

Worked on projects in USA (California, Texas, Arizona), Ireland, England, Poland, UK, Canada, Israel, Iraq, Abu Dhabi, Singapore.