

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
Slack, Linear, Apple productivity apps, Revit, Blender, Bluebeam, Navisworks, Autocad, Sketchup, Enscape, Microsoft Office

LANGUAGES - BILINGUAL

English - native
Polish - mother tongue

TOM MIKA

UX / UI / Product Designer

+9 years of design experience

Product Designer with 9+ years of experience designing **complex systems** across architecture and digital products. I specialize in translating intricate workflows into clear, intuitive user experiences, combining **systems thinking, constraint-driven problem solving, and strong visual execution.**

My background leading large-scale, international projects has developed deep expertise in **cross-functional collaboration, stakeholder alignment, and delivering solutions in technically demanding environments.** I bring a balanced approach to product design - grounded in usability, clarity, and business impact - along with hands-on experience across research, interaction design, and visual design.

EXPERIENCE DESCRIPTION

- * **Aristotto.ai** - an **AI-powered** video and image generation platform designed to give creators intuitive tools for producing high-quality visual content. Usability testing, UX audits, UI improvements, product positioning, product strategy.
- * **Kręgle** - 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 (+9 years):

Architectural Designer on a variety of project types including semiconductor fabrication facilities (Fabs).

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, PM and vendor meetings.

Worked on projects in USA, Europe and Asia.