

# KRYSTIAN KOWALCZYK

## UX/UI DESIGNER

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### SUMMARY

UX/UI Designer with experience designing structured, user-focused digital products in collaborative, fast-paced environments. Skilled in usability research, translating complex requirements into clear interaction flows, and delivering polished interfaces in Figma. Comfortable working across multidisciplinary teams to turn technically complex systems into intuitive, accessible experiences. Detail-oriented, systems-minded, and confident owning a problem from discovery through to high-fidelity delivery.

### KEY SKILLS

**UX & Research:** User interviews · usability testing · journey mapping · information architecture · research synthesis · wireframing & prototyping

**UI & Design Systems:** Figma · component libraries · design systems · interaction design · high-fidelity UI design · accessibility awareness

**Collaboration & Delivery:** Cross-functional teamwork · stakeholder communication · agile environments · problem ownership · iterative design

**Technical Awareness:** HTML & CSS · Claude API · understanding of product workflows · designing for complex systems · structured documentation

### WORK EXPERIENCE

#### Web Designer, UX/UI Designer (Freelance)

Nov 2024 - Present

Remote / Edinburgh, UK

- Led end-to-end design processes from discovery through to high-fidelity delivery.
- Conducted usability testing and translated findings into clear interface improvements.
- Designed structured user journeys across multi-page digital products.
- Created low and high-fidelity prototypes in Figma for validation and stakeholder review.
- Developed scalable component systems to keep design work consistent and efficient.
- Designed and built FormSense, an AI-powered form builder using the Claude API, Next.js and Supabase.
- Collaborated closely with developers to ensure accurate implementation.

#### Junior Designer & Developer

April 2024 - Oct 2024

Primal Space | Edinburgh, UK

- Designed and refined interfaces for content-heavy, high-traffic platforms.
- Supported usability testing and iterative product improvements.
- Contributed to reusable UI components and system-level thinking.
- Worked within cross-functional teams to deliver production-ready features.
- Improved clarity and structure of complex digital systems through thoughtful layout and interaction design.

### EDUCATION

#### MSc UI/UX Design

Jan 2025 - Jun 2026

Edinburgh Napier University

- Advanced study in user experience design, usability evaluation, and interaction design
- Focus on research-informed design, prototyping, and evaluating digital products

#### BSc (Hons) Digital Design

Sept 2022 - May 2024

Glasgow Caledonian University

- Studied digital design with a strong focus on web design, UX/UI, and front-end fundamentals
- Developed practical skills in visual design, layout systems, and responsive design