

SYLWIA BRYNDZA

UX/UI DESIGNER

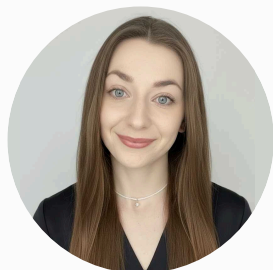
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PROFILE



UX/UI Designer with experience in interface design in Figma and working with design systems. I design solutions based on user research, ensuring consistency, scalability, and UI quality. My experience in Quality Assurance strengthens my analytical approach, working with requirements, and designing solutions ready for implementation.

LANGUAGES

English Upper-Intermediate (B2)

Polish Native

EDUCATION & COURSES

03.2024 - 06.2024

Courses authorized by Google

Empathize, Define, and Ideate, Wireframes and Low-Fidelity Prototypes

10.2023 - 05.2024

Software Development Academy

UX/UI Design Course

Certifikat

10.2016 - 07.2021

AGH University of Science and Technology

MSc, Geodesy and Cartography

Specialization: Geoinformatics, Photogrammetry and Remote Sensing

WORK EXPERIENCE

Freelance

05.2024 - Obecnie

UX/UI Designer

- Implementation of projects focused on designing mobile and web experiences.
- Conducting user research.
- Creating wireframes, user flows, lo-fi and hi-fi mockups, and responsive interfaces in Figma.
- Ensuring visual consistency and readability.
- Designing and developing design system in line with new business requirements.
- Preparing for developer handoffs (auto-layout, components, styles).
- UI iterations based on feedback from users, and the client.
- Collaborating with developers and presenting design solutions.
- Improving the app's usability and appearance contributed to increased revenue and downloads, as well as positive user reviews.

ITG Communications, LLC

Quality Assurance | Deputy Team Leader

05.2023 - Obecnie

- Working with multiple data sources and dependencies, requiring high accuracy and systems thinking.
- Working closely with designers, coordinators, and other teams to develop optimal solutions.
- Implementing corrections and iterations based on quality feedback and changing requirements.
- Supporting the Team Leader in organizing team work and managing priorities.
- Training new employees and introducing them to new projects.
- Ongoing team support in resolving quality issues.
- Ensuring consistency in standards and quality of work within the team.
- Communication between the team and superiors.

Junior Quality Assurance

07.2022 - 04.2023

- Ensuring the quality of complex infrastructure projects by verifying compliance with requirements, standards, and design assumptions.
- Analyzing project documentation and identifying errors, inconsistencies, and potential risks before implementation.
- Collaborating with the QA team and designers.

Junior CAD/GIS Specialist

08.2021 - 06.2022

- Entering and updating infrastructure projects (HFC, FDX) in CAD/GIS systems.
- Working with technical documentation and spatial data.
- Ensuring data accuracy and compliance with guidelines.

SKILLS

UX

User Research
Personas
Competitive Analysis
User Flows
User Interviews
Usability Testing

UI

Wireframing
Prototyping (LoFi, HiFi)
Design Systems
Digital accessibility (WCAG)
A/B Testing

Tools

Figma
Components
Variables
Auto-layout
Material Design
Tailwind CSS UI