



Experience

(01)

Framna (prev. Bright Inventions)	2022–ongoing	Lead product design for complex B2B platforms. Run workshops and pitches that helped win new clients. Raise the team’s design maturity through mentoring, company-wide guidelines and nine published articles.
Junior → Senior Product Designer		

Selected projects

(02)

Transport Management System	Web · Android	2022–ongoing
Product Designer 2022–2025, design lead since 2026 · ~500 trucks · 180k+ orders a year · 6 apps		
• Research. Shadowing and contextual interviews with forwarders, dispatchers and back-office staff on site. In 2026, JTBD discovery with the operator’s customers for the client portal. • Information architecture. Owned the IA of the core scheduling and matching screens, which stayed readable through four years of new fields, roles and regulation. Time to judge an incoming offer dropped from 30 s to 5 s; the system saves 300+ hours per employee per year. • Mobile. Designed the driver Android app for glance-and-tap, offline-first use on the road. “Where are you?” calls from the desk to drivers fell 70%. • Design systems. Built a design system for the desk apps and separate ones for mobile. In 2026, audited and rebuilt the driver app’s component library. • Feature ownership. Led load-to-load matching under new EU tachograph rules and automated surcharge baskets for carrier settlement, end to end. • Knowledge base. Created the product’s domain knowledge base (e-invoicing, surcharges, cabotage, settlement), used to onboard the second designer in 2026.		

Point of Sale	iOS · Android	2023–2026
Sole Product Designer · client: POS vendor serving hundreds of full-service restaurants in an RTL-language market		
• Research. With no access to end users, ran a proxy study: contextual interviews and observation in three restaurants, a persona and a shift-manager journey map. • Design. Kept the spatial layout experienced staff knew and redesigned the flows research showed were broken: non-linear order taking, variant selection, and login on shared and personal devices. • Delivery. Shipped eight modules to live restaurants over three years, from order taking and payments to floor map, delivery, reports and staff management. Set release priorities from production feedback. • Outcome. Support calls for the new product fell 80%. A product that was hard to sell “now sells easily” and headlines the client’s trade-fair stand.		

AccessTrack	Web · Android	2022–2023
Sole Product Designer · aid-distribution platform for a humanitarian organization operating in 80+ countries		
• Research. With no user research available, mapped the workflow, roles and permissions with stakeholders before drawing screens. • Field app. Designed for zero connectivity and fraud prevention: field devices verify each other and keep distributing without a network. • Console. Admin and logistics for high-volume operations: bulk onboarding of country teams and stock visibility from headquarters to the field.		

Skills

(03)

shadowing

contextual interviews

usability testing

JTBD

journey mapping

information architecture

design systems

interaction design

accessibility

motion

Figma

Framer

AI-assisted workflow

Figma plugins

context engineering

AI tools

Certification

(04)

Klika ↗	2026
Framer, <i>graduated with honors</i>	
Production Framer sites for clients: CMS-driven content, responsive layout systems, custom domains and client hand-off.	
Design Practice ↗	2025
AI Designer	
AI-assisted design workflow: prompting, Figma plugins, Make automations.	
Design Practice ↗	2022–2024
Digital, Interaction, Brand Designer	
Typography and layout systems, motion prototyping, brand strategy. Three foundation courses.	

Education

(05)

SWPS University	2021–2022
UX Design & Product Design	
postgraduate	
University of Gdańsk	2018–2021
IT & Econometrics	
majored in IT applications in business, bachelor’s degree	