

Dominika HAAS

Product Design Lead - from the physical object to the digital interface.

dominikahaas.com

dominikahaas@gmail.com
+33 (0) 688 27 84 96
Paris, France

Design Lead with 14+ years spanning industrial and digital product design.

Currently leading a 3-person cross-continental design team (France, China, Croatia) while owning end-to-end UX/UI for MobiWire's flagship hardware and fintech platforms.

SKILLS

Design leadership • team scaling
UX/UI systems & design ops
Industrial design • CMF
Cross-functional delivery (PM, Eng, R&D)
Prototyping • mass production handoff

TOOLS

Figma, FigJam, Framer, Adobe CC, Solidworks, KeyShot

EDUCATION

La Passerelle UX/UI Design	Paris 2023
UAL Central Saint Martins Sustainable Design	London 2020
Academy of Fine Arts Master in Industrial Design	Poland 2010
Design Academy Eindhoven Product Design	Holland 2009

LANGUAGES

Polish | Native
English | Fluent
French | Fluent

RECOGNITIONS

1st Place — National Design Competition, PL
3rd Place — Allegro Competition, Poland
Exhibited — Salone Satellite, Milan

BEYOND DESIGN

Bachelor's Degree in Violin & Piano
Branding & Freelance illustrations (client L'Atelier BNP Paribas)

WORK EXPERIENCE

Design & UX/UI Project Manager (Design Lead) MobiWire Group

Paris-China | 2025-Present
Progressive responsibility: Industrial Designer (2011) → UX/UI Designer (2019) → Design & UX/UI Project Manager (Design Lead) (2024)

- Design Leadership:** Leading a 3-person UX/UI design team across France and China, bridging hardware manufacturing with SaaS product design — including a fintech payment application and a browser-based CPE management platform — in collaboration with a development team in Croatia.
- Industrial Design:** Owning hardware product design end-to-end — from concept and 3D development to prototyping and mass production — in direct collaboration with engineers, suppliers, and quality teams in China.
- Cross-functional Alignment:** Driving product excellence through daily collaboration with PMs, Mechanical Engineering, Quality Team, and Suppliers in China and Croatia.

Impact: Actively expanding MobiWire's design scope — from hardware-only to integrated hardware + digital services. Leading design across payment and connected platform segments, while building the UX/UI team structure and processes from the ground up — growing from 0 to a 3-person cross-continental team.

UX/UI Product Designer MobiWire

Paris-China | 2019-2024

- Created mobile OS UI/UX from concept to final product, launched under the MobiWire brand.
- Redesigned UI/UX for an international telecom client to modernize product identity.
- Coordinated with developers to ensure accurate design implementation.
- Delivered full design cycles: concept → wireframes → assets → dev handoff.

Impact: Designed MobiWire's first SaaS platform and leading fintech payment application currently in development — expanding company scope from hardware-only to integrated hardware + digital services.

Industrial Designer MobiWire

Paris-China | 2011-2024

Joined MobiWire as the company's first designer and helped establish internal design processes across hardware and UI ecosystems. Worked daily with R&D teams and suppliers in China, developing strong expertise in manufacturing, CMF, and feasibility.

- Led product development across concept, 3D data, prototyping, and industrialization.
- Collaborated with engineering to secure feasibility and maintain design intent.
- Coordinated directly with China suppliers on tooling, quality, and production readiness.
- Built CMF strategies and visual direction for multiple product lines.
- Supported marketing, branding, and launch materials with clear design storytelling.

Impact: Successfully delivered **80+** smartphones, feature phones, and IoT products from concept to mass production.

Product Designer Manuel Saez Studio

New York | 2010-2011

Full-cycle product design for US office brands including Umbra and CB2 — market analysis, sketching, 3D modeling, and concept presentations.