

DAWID MROZEK

Digital Product Designer | UX/UI Designer | Web Designer

ABOUT ME

Driven by a passion for product design, I constantly strive to improve my skills and enhance the quality of my work. Always ready for new challenges. I have experience working at dynamic startups I currently serve as Digital Product Designer at SaaS startup Logicake. My approach to design is based on a deep understanding of user experience and a commitment to development - both as a designer and as a person. I look forward with excitement to future challenges and growth opportunities.

EXPERIENCE

Digital Product Designer, Logicake (January 2020 - Currently)

At Logicake, I am responsible for the full process of designing digital products, from analyzing user needs, to prototyping, to testing and implementing solutions. My tasks include conducting user research to understand users' needs, behaviors and expectations, which enables me to design functional and intuitive interfaces. I create prototypes and mock-ups that visualize how the product works, and then conduct usability testing to ensure that the solution meets the requirements and provides the best possible user experience. I work closely with the development team to develop the design strategy, implement new features and optimize existing solutions, ensuring that they are aligned with business goals and user needs. My goal is to continuously improve products, resulting in their efficiency, friendliness and positive user experience. I strive to create products that not only meet expectations, but also improve the quality of user interaction with the platform.

[Product Design](#) | [UX/UI Design](#) | [Figma](#) | [Adobe](#) | [HTML](#) | [CSS](#) | [JavaScript](#) | [WCAG](#) | [Section 508](#)

UX/UI Designer, Technicenter (2021-2023)

I worked on two growing startups: Project Neuro and Eanalysis. I was responsible for the UX/UI design of both platforms, as well as the overall product design.

[UX/UI Design](#) | [Web Design](#) | [Figma](#) | [Adobe](#) | [WCAG](#)

UX/UI Designer, Dubuc Marketing (January 2018 - December 2019)

At Dubuc Marketing, I was responsible for creating innovative, intuitive solutions that aligned with the company's vision and goals. I worked closely with cross-functional teams, including developers and stakeholders, to ensure a consistent and satisfying user experience. By conducting research, prototyping, and using an iterative design approach, I played a key role in creating digital products that contributed to the success of our customers.

[UX/UI Design](#) | [Web Design](#) | [Figma](#) | [Adobe](#) | [WCAG](#) | [Client communication](#) | [Branding](#)

Web Designer, Webanywhere (January 2015 - December 2017)

As Web Designer at Webanywhere, I was responsible for designing websites for elementary school in the UK. I created modern, functional and aesthetically pleasing designs that were responsive to the needs of educational institutions and consistent with their visual identity. My goal was to provide a clear structure, intuitive navigation and a positive experience for students, teachers and parents using the sites.

[Web Design](#) | [Adobe](#) | [WCAG](#) | [Client communication](#) | [Branding](#) | [Graphic Design](#)

Game Designer, Clash of Swords (January 2012 - December 2014)

As a Game Designer, I was responsible for creating immersive gameplay by designing game mechanics, levels, characters and narratives that engage players and provide a satisfying experience. I worked mainly on creating unique characters, building the game world and designing the complete user interface (UI), ensuring that it was clear, aesthetically pleasing and intuitive. I worked closely with multidisciplinary teams - artists, programmers and sound designers - to bring concepts to life and create cohesive, immersive worlds that attract and engage players.

[Adobe](#) | [Web Design](#) | [Illustrations](#) | [Digital Painting](#) | [Character Design](#) | [Matte Painting](#)

EDUCATION

Institute of Visual Arts (October 2013 - July 2015)

Master Graphic Designer

Silesian University of Information Technology and Medicine (October 2010 - July 2013)

Bachelor of Arts Graphic Design

Salesian Public School Complex "Don Bosko" in Swietochlowice

Electronics Technician



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SKILLS

Figma	● ● ● ● ● ● ● ●
Adobe XD	● ● ● ● ● ● ● ●
Adobe Photoshop	● ● ● ● ● ● ● ●
Adobe Illustrator	● ● ● ● ● ● ● ●
Visual Design	● ● ● ● ● ● ● ●
UI Design	● ● ● ● ● ● ● ●
UX Design	● ● ● ● ● ● ● ●
Web Design	● ● ● ● ● ● ● ●
Prototyping	● ● ● ● ● ● ● ●
Wireframing	● ● ● ● ● ● ● ●
Branding	● ● ● ● ● ● ● ●
Client Communication	● ● ● ● ● ● ● ●
HTML	● ● ● ● ● ● ● ●
CSS	● ● ● ● ● ● ● ●
JavaScript	● ● ● ● ● ● ● ●
PHP	● ● ● ● ● ● ● ●

LANGUAGES

English	● ● ● ● ● ● ● ●
German	● ● ● ● ● ● ● ●
French	● ● ● ● ● ● ● ●

COURSES

- Professional SEO: From theory to practice
- Conduct design / ux workshops using the Design Thinking method
- Complete Web & Mobile Designer : UI/UX, Figma, Udemy
- Complete Adobe XD Megacourse: Beginner to Expert
- Female Character Creation in Zbrush, Udemy

Electronics Tech hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process in accordance with the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), nician