

Profile

Hi, I'm Maciej. I'm a UX/UI designer with a passion for visual design and motion. My strength is my sharp eye for pixel-perfect precision - I take great pride in my work, and love going above and beyond to make sure both the visuals and functionality are the absolute right fit for the project at hand. I also understand how to effectively collaborate cross-functionally, and integrate feedback back into my designs. I listen more than I speak, and actively work to be a good partner in the process. Creating seamless, intuitive experiences are what drive me - I'm excited to apply my experience towards engaging and meaningful digital products. Fluent in both English and Polish.

Experience

Lennar | Los Angeles, CA | Product Designer | February 2021 - Present

Lennar Corporation is a Fortune 500 company, and the largest home construction and real estate company in the United States.

- Applying streamlined process to ensure branding elements are executed consistently while administrating design system.
- Collaborating and working cross-functionally across different departments - such as UX Design, Copywriting, and nationwide Marketing team.
- Creating visual designs for various landing & layouts pages such as: Phase/Sales, Now open, Closeout, Model for sale, Next Gen, Active adult, Promo, Grand opening, Coming soon.
- Delivering both low-fidelity and high-fidelity prototypes utilizing design system - including wireframes and designs ready for side core injection in Figma, through a deeply iterative process.

Fun Run | Los Angeles, CA | UX/UI Designer | September - October 2020

Fun Run is a pre-seed stage fitness application that I helped create with the founder. It was exciting to bring the app to life from initial ideation, building the information architecture, to designing the UI and finally creating a tangible, animated prototype to pitch to investors.

- Performed competitive analyses and research to understand the market and user needs.
- Built overall information architecture and user flows based on best UX practices.
- Developed a component driven design system.
- Animated an interactive prototype based on iteration from founder to be included in pitch deck.

HOMELEND | Real Estate App | UI Designer | March - June 2020

Homelend is a real estate investment app that provided information on properties of interest. With its customizable search options, the application allows users to find the best house for their budget.

- Identified requirements, use cases and created user journeys to better understand and execute user-centered design decisions.
- Designed high-fidelity responsive interfaces for a variety of devices.
- Created a style guide including logo, typography, color palette and interactive UI components such as buttons, icons, and inputs.
- Built functional prototypes using (whatever program you used) for usability testing.

INK TANK | Lifestyle App | UX/UI Designer | March - February 2019-2020

Ink Tank is an application focused on promoting tattoo culture and helping to connect people that are looking for a new unique tattoo design with artists from around the world. This was a very in-depth project where I had the opportunity to utilize many different UX methodologies.

- Conducted market research, competitive analysis, and SWOT analyses to identify opportunities to differentiate the product.
- Conducted user surveys and interviews to inform user personas and user journeys.
- Created information architecture and site map to fully map out the user flow.
- Conducted multiple styles of usability testing including A/B testing, remote interviews, and moderated in person interviews.
- Created low to high-fidelity wireframes, prototypes and mockups.
- Developed component driven design system and style guide.

Education

CareerFoundry 2019-2020 | Berlin | Online

Certified in UX Design. Specialization in UI Design

Institute Of Audio Research 2008-2009 | New York, USA

Certified in Audio Recording and Music Production

Andrzej Frycz Modrzewski University 2004-2005 | Cracow, Poland

Political Science

UX/UI Skills

- Wireframing
- Prototyping
- User Personas
- Animation
- User Flows
- Design Systems
- Mockups
- A/B Testing
- Responsive Design
- Brand Guidelines

Tools

- Sketch
- Adobe XD
- Photoshop
- Figma
- InVision
- After Effects
- Flinto
- Principal
- Airtable
- Teams