

KATARZYNA

Michalska



About me

UX/UI and visual designer with over **5 years of experience** in the field. Specialising in creating **end-to-end digital products** and software solutions for both web and mobile.

I lead the **design projects from the beginning** (being one of the first touch-points to new customers) **to the end** - handing-off the designs, guidelines and design systems to software engineers. On a daily basis, I take part in the decision-making processes of PM, DEV and QA teams.

I merge **aesthetics with functionality** to make the first impression last.

katarzynamichalska.com

Portfolio website

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E-mail address

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Phone number

Gliwice, Poland

Location

EDUCATION

Master of Arts

Academy of Silesia
/ 2017-2022

IT Technician

Vocational and Continuing
Education Centre No. 2
/ 2013 - 2017

SKILLS

Tool based

Adobe CC Suite

Photoshop, Illustrator, After Effects,
Premier Pro, Lightroom

Figma

Wireframes, auto-layout, variables,
components & instances based
designs, token based design
systems, prototyping, RWD

Other

Conducting E2E usability testing

Code & algorithms understanding

Fluent English

Intermediate German and French

EXPERIENCE

Lead UX/UI Designer

Dev and Deliver / 2022 - 2025

- Creating E2E digital products and software solutions for both web and mobile for domestic and foreign markets
- Building comprehensive and scalable design systems based on tokens and variables
- Conducting and leading workshops with clients
- Incorporating new features and practices into design workflows
- Leading the design process from the first meeting to final design
- Conducting usability tests (from scripts and prototypes to final analysis and implementation)
- Mentoring and supporting colleagues in daily tasks
- Preparing design work time estimations and pitch decks for new leads

Additionally:

- Managing social media, creating marketing and Google Ads graphics
- Writing, styling and refining blog articles
- Co-organising team building workshops and initiating weekly game breaks

Visual Designer, CX Global Team

SAP / 2020 - 2022

- Creating mobile applications prototypes
- Creating stories and visuals for customer journeys
- Designing marketing materials
- Preparing pitch decks for potential business partners

PUBLICATIONS

[Dark mode made easy with variables](#)

[Usability testing on a small scale](#)