



UXUI DESIGNER

✉ iwona.uxui@gmail.com

🌐 iwonauxui.pl

☎ (+48) 784 290 625

📁 Portfolio

🌐 LinkedIn

SKILLS

— FOREIGN LANGUAGES

English

B2 proficiency level

— HOBBIES

Scrapbooking, Travelling,
Music

Scrapbooking is my biggest passion which I share with people and my fans on Cute Craft store.

Exploring new places gives me the positive boost of energy for work and life.

Iwona Kucharska

CAREER PROFILE

FOTOGRAHY. DESIGN. UXUI

My story begins with photography. Following my passion and to develop knowledge and skills I graduated technical high school in photography class and graphic design at WSTI in Katowice. I have also completed a course at the UXUI Academy in Kraków. I have been broadening my knowledge on Udemey courses. My goal is to work on the position of UXUI Designer.

EDUCATION

— UDEMY

April 2022

Basics of HTML, CSS, RWD

Responsive web design course. Understanding the basics of HTML, CSS and Java Script programming languages.

Basics of JavaScript

Java Script programming course with the focus on variables, API and loops.

Introduction to Agile and Scrum method

The insight of Agile and Scrum methodology in a step by step training preparing to future work in Scrum and Agile.

— UXUI ACADEMY

September 2021
- May 2022

PRO Full Stack UXUI Designer Course

Completion of the PRO Full Stack UXUI Designer course at the UXUI Academy in Kraków. Gained knowledge and practical skills from the full User Experience and User Interface design process. Focus on: desk research, surveys, conducting interviews, data analysis, ideation, card sorting, Agile, Wireframes, interactives prototypes, UI design, design systems and finished product tests with the use of Eye-Tracker Camera.

— WSTI - ACADEMY OF INFORMATION TECHNOLOGY

October 2014
- May 2018

field of study: **Graphics** specialization: **Graphics design**

The studies allowed to deepen the knowledge and skills in a field of: art history, philosophy, composition, typography, functional graphics and programming basics.

— TECHNICAL SCHOOL NO. 11

September 2010
- May 2014

Photography technician

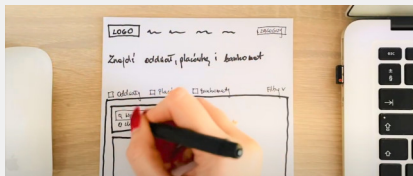
Gaining knowledge on the methodology of photography art with the special focus on colour importance.

SKILLS

— USER EXPERIENCE

Research, Ideate, Modeling

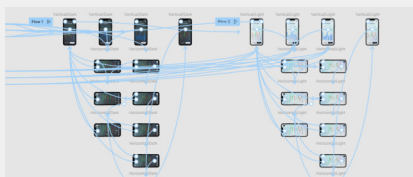
desk research, personas, empathy map, User Journey Map, paper prototype, low-fidelity wireframe, high-fidelity wireframe, quality test, quantity test, A/B test.



— USER INTERFACE

Design

information architecture, grid system, typography, Responsive Web Design, Adaptive Web Design, aspect ratio, GUI, Apple Human Interface Guidelines, Google Material Design, Accessibility, Atomic Design



I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with 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).

EXPERIENCE

— ZGKLIC

February 2018
- up to now

Customer Care Specialist

Since I joined the company I have been dealing with customer care. My main responsibility is to handle customers' issues. The job requires team working skills and communication with other departments.

— PROJECT MY MONEY

September 2021

Industry: FinTech

Product for creating saving goals and monitoring finances. Full design cycle of UX and UI is included in the case study, resulting in the interactive RWD prototype and tested with the use of Eye-Tracker Camera.

— PROJECT ACTIVE

November 2021

Industry: Health/Fitness

Interface design process for a new product from fitness industry with the development of the design system.

— PROJECT TOURIST BRAND

December 2021

Industry: Tourism

The project covers the user experience process for the implementation of a new brand on the travel agency market.

— PROJECT BANKING

January 2022

Industry: FinTech

The project includes the UX process and the design of HI-fidelity Wireframe clickable prototype for the purpose of implementation of a new functionality on the bank website.

— PROJECT DONOR APP

January 2022

Industry: Health

The project includes the UX process and the design of a clickable prototype of an application aimed at Honorary Blood Donors.

— PROJECT TRADE

February 2022

Industry: FinTech

Development of an interactive trendline management tool on stock exchange quotes for mobile devices.

— PROJECT COMPARE IT

April 2022

Industry: E-commerce

Development of a design of a universal tool for comparing product features, taking into consideration the view for the customer and the admin.

— AUDIT UXUI

May 2022

Professional and objective product analysis in terms of User experience and User interface.