

Joanna Rogańska-Gałka

UI/UX designer

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EDUCATION

Design Institute Koszalin

University of Technology

- Bachelor of Fine Arts

in Visual Communication (2007-2011)

- Master of Fine Arts

in Visual Communication (2011-2013)

SKILLS

User research and testing, workshops, wireframing, prototyping, UI design, human-AI interaction design, analytics, user story mapping, scrum, agile

CERTIFICATES

The Interaction Design Foundation

- Accessibility: How to Design for All
- Conducting Usability Testing

Scrum.org

- Professional Scrum Master I
- Professional Scrum with User Experience I

Google

- Generative AI Fundamentals
- Introduction to Large Language Models
- Introduction to Responsible AI

TOOLS

full proficiency:

Adobe XD, Figma, Sketch, Photoshop, Illustrator, After Effects, Miro

basic knowledge:

Storybook, Visual Studio Code, GIT, Dynatrace, Azure Open AI Studio, Azure Machine Learning Studio Prompt flow

LANGUAGES

Polish (native)

English (upper-intermediate)

I'm a UX designer with a proven track record of driving user-centric design solutions in the welfare sector in Sweden. I have a strong interest in new technologies. Seeking to apply my skills and expertise to design AI-driven solutions that enhance user experiences.

WORK EXPERIENCE

Tietoevry - www.tietoevry.com

- **Lead User Interface Designer** (August 2023 - present)
 - creating intuitive and accessible user experiences for a range of digital welfare services
 - assisting in the design and development of AI-driven internal tools
 - meeting with clients to collect product requirements
 - helping product owners and the development team in collecting and prioritizing requirements
 - conducting user research, testing and market research to inform design decisions
 - mentoring a team of UI designers and interns, fostering a collaborative design culture
 - providing accessibility and design trainings for development teams
 - developing a design system and documentation
 - managing projects and tasks
- **Senior User Interface Designer** (January 2021 – August 2023)
- **User Interface Designer** (August 2018 – January 2021)

Locon - www.locon.pl

Graphic Designer (July 2016 - August 2018)

- creating user interfaces for mobile apps and websites
- designing landing pages, mailings
- creating promo videos
- generating design presentations for clients

Huuuge Games - www.huuugegames.com

Promo Artist (February 2016 - July 2016)

- creating user interfaces and graphics for mobile games
- developing promotional materials
- cooperation with the marketing department

Uniquesoft IT Solution

Art Manager (March 2014 - January 2016)

- lead manager in the design of UI and graphic design
- assigning tasks to the 8 members of the design team
- supervision of all design materials in order to ensure quality
- cooperation with the development department

IMW Reklama Serwis - www.reklama-serwis.pl

- **Lead Graphic Designer** (February 2011 - January 2014)
 - meeting with clients to determine marketing and design
 - managing projects and tasks while under pressure to meet specific deadline
 - presenting the finalised work to the clients and taking their feedbacks
 - creating designs for advertising
- **Graphic Designer** (August 2008 - February 2011)