



Kamil Siuzdak

UI UX DESIGNER • PRODUCT DESIGNER

Hello!

I'm a designer dedicated to turning complexity into clarity.

Guided by both user needs and business objectives, I shape experiences that harmonize with technical realities.

Beyond advocating for users, I create products that achieve measurable results while laying sustainable foundations for long-term growth.

Portfolio

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Language

Polish - native

English - advanced

German - intermediate

Education

AGH University of Krakow

Computer Science in Engineering

Master of Science

Experience 6+ years

T-Mobile • 06.2024 - now

I co-develop Sowa, a platform built on smaller systems that help consultants identify network and telecommunication issues and provide B2B solutions for large Polish clients. I analyze and consult with other T-Mobile system representatives to ensure seamless integration and efficient operation.

Alior Bank • 01.2024 - now

I am responsible for redesigning Feniks Consumer Finance - financial app for granting installment loans. Building the core framework and Design System that supports the entire Feniks product, emphasizing alignment between business objectives with the needs of stakeholders and banking professionals.

Alongside design, I contribute to product strategy through market and competitor analysis, as well as user research, ensuring solutions are visually cohesive and aligned with business goals.

Medicover • 04.2021 - 12.2023

Together with the team, I contributed to the creation of a Patient Portal for Damian Medical Center, which following a redesign gained 20% new users from a user base of approximately 100 000 at the time.

I led the web design area while also co-creating mobile applications for iOS and Android. I oversaw the consistency of the Design System and ensured seamless integration of solutions across various views and modules. I supported both testers and developers in understanding system and design logic, and my technical expertise enabled efficient collaboration with developers, reducing project debt despite increased efforts in responsive web design.

In addition, I conducted both quantitative and qualitative research, presented project progress to the management board and communicated upcoming changes to the team. I created mockups and interactive prototypes to guide the product development process and supervised the quality of tasks delivered by developers and testers. I also shaped texts, content and messaging to maintain the product's overall consistency and voice.

Parallel to these responsibilities, I mentored junior designers and other team members, helping to strengthen the organization's UX culture. Throughout the project, I collaborated closely with the Product Manager to align design and product strategies.

Agile methodologies: Scrum and Kanban



See it live!

Soft skills

Analytical, Assertiveness, Critical thinking, Empathy, Organized, Problem solving, Team spirit

Hard skills

Agile, AI, Audit, Benchmarking, Brand Identity, Design System, Google Material Design, Graphic Design, Handoff, Human Interface Guidelines, Information Architecture, Product Development, Prototyping (+microinteractions), SaaS, Technical Feasibility Awareness, Usability Testing, User Flow, User Persona, User Research, UX Writing, WCAG, Wireframing

Tools

Adobe Xd, After Effects, Confluence, Figma (+Jam), Firebase, Google Analytics, Hotjar, Illustrator, Jira, Miro, Photoshop, Roadmunk

Payticon · 12.2020 - 04.2021

As a designer, I created the user interface for a top-up and subscription purchasing system dedicated to SUNMI V2 PRO devices used by sales advisors. I collaborated closely with the Payticon management board, developers and testers, while conducting direct research with target users to validate solutions.

Aroundix (United Arab Emirates) · 08.2020 - 12.2020

Together with the project's head developer and lead analyst, I contributed to building a mobile app for parcel delivery. The product followed a model similar to logistics leaders such as DPD and InPost, focusing on functionality and efficiency.

GlobalMedium LLC (United Kingdom) · 02.2020 - 08.2020

In cooperation with the founder of GlobalMedium LLC and the core product team, I designed a mobile food delivery application. Drawing inspiration from platforms like Uber Eats and Takeaway, I focused on usability and customer experience. An additional challenge was coordinating design work within a distributed European team operating across different time zones.

Webka.com (Russia) · 12.2019 - 02.2020

I was involved in developing a live video streaming application. My role focused on shaping the product's functionality by generating ideas and implementing design solutions in collaboration with an international team. Some of the features I designed anticipated patterns now widely used by TikTok.

GoPOS · 08.2019 - 01.2020

The main focus of my work was co-developing POS software. As a designer, I conducted qualitative and quantitative research with service staff and potential users at industry events like HORECA. I designed mockups from early sketches to final implementation, while also raising awareness of UX practices within the team.

Additionally, I redesigned the company's website, prepared trade fair stand arrangement (3D) and created print materials.

Warengo (Czech Republic) · 06.2019 - 08.2019

Warengo is a social media platform centered on business and economy. My responsibilities included designing new features for the web application, refining existing UI inconsistencies and building a design system to ensure long-term visual and functional consistency.

Reality Games · 03.2019 - 07.2019

Reality Games is a global studio specializing in mobile gaming. As a designer on the real estate trading game Landlord GO, I oversaw the complete 2D design layer, ensuring coherence with the 3D team's visual direction. In collaboration with analysts, I introduced business solutions that increased company revenue and user engagement, while working closely with developers to achieve high-quality implementation.