



Wojciech MAZUR

UI/UX Consultant / Design Owner

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PORTFOLIO

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LOCATED

LODZ, POLAND

SKILLS

- UI/UX Design
 - Business Analysis
 - Visual Design
 - Prototyping
 - Illustration
 - Animation / Video Editing
 - LLMS and pGPT
 - AI Prompt Engineering
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- Self-organization
 - Workshop facilitation
 - Team Management
 - Project Ownership

TOOLS

- Figma
- Stable Diffusion (AI Gen)
- Adobe CS
- 3DS Max
- Invision / XD / Zeplin
- Jira
- monday.com
- Realtime Board

SUMMARY

I have worked for multiple clients in Mobile, Web, Fintech, Automotive, Marine, IoT, Space, Air and Defense sectors of the market.

I have over 14 years of design experience and been working with interfaces, user experience and product design since 2012.

THE STORY SO FAR

Mobica Ltd — *UI/UX Consultant*

JAN 2013 - PRESENT

Leading customers through product development, from it's conception to it's launch. That included facilitating client workshops, prototyping and implementation support. My willingness to travel helped interfacing with client's teams and producing greater design results. Focusing on research and user feedback allowed me to catch and discuss major flaws early in the process, saving time and money in implementation and testing stages. As a quick learner and a person focused on problem solving I was able to achieve impressive results in reviewing existing products and providing solutions to make them better.

Świat Koni — *Graphic Designer*

JAN 2010 - DEC 2012

Redesigned magazine Layout and managed creative direction of the brand, interchanging between visual, production and management tasks as needed by the company.

Megaspot — *Creative Designer*

JAN 2008 - DEC 2009

Created interactive ads and multi platform product campaigns. Designed animations for outdoor displays.

Freelance — *General Design & Consulting*

JAN 2006 - PRESENT

Consulted various UI/UX projects, took lead roles in brand creation, mobile app design and corporate product development projects.

University of Lodz — *B.A. Art Education*

AUG 2000 - AUG 2005

Education in traditional arts with focus in illustration

2021-2024

I got involved with a premium provider of **marine navigation** equipment to be a part of a team, designing a newer version of an established product related to vessel navigation and communication. My scope of work included **design ownership, requirements gathering, managing and tracking user stories** and tasks in Jira/Monday, information architecture, prototyping, making sure all designs are compliant with numerous ISO, international regulations (IEC, ETSI). I took a **lead role** in a 6 man design team. The product is now considered a leading technology in the field and is being deployed in various fleets across the world.

2020

In Q1&Q2 I switched gears to fully support RNDs related to helping the pandemic effort. I helped design **information architecture**, created a prototype and supported the developers of a web service facilitating logistics of Personal Protection Equipment. In the meantime I kept working on a IVI system for android car, designing instrument clusters and media features improving user engagement.

2019

The 2018 projects have entered design upkeep and **implementation support** phase so I continued to be involved in helping the developers implement existing solutions. In the meantime both projects introduced new functionalities.

2018

I worked **on-site** with a client based in San Francisco on creating UI layer of a differential power analysis tool as a **design lead** in a small team. After coming back to Poland I continued my work remotely for another seven months, providing designs for new functionalities, assets and implementation reviews.

At the same time I worked with a big tech leader from Japan, on designing an **android app and web-based platform** for **smart home** solutions regarding energy consumption. My work consisted of new feature's designs, keeping up with style of other apps of the client and providing UX solutions based on user scenarios and known user issues.

2017

I worked for a big telecommunication company, developing their web and mobile based customer service portal. This involvement lasted for 2 years, with a varying workload and a total of 6 months on-site work in their office Seattle / USA. This **multi-team collaboration** combined with **stakeholder interviews** and **multipoint testing loops** allowed this product to be released for millions of users in the US.

Later that year, I moved on to work with a german manufacturer of **car dashboard** solutions. The project meant to demo a **augmented reality interaction** during driving. Demo was completed within couple of weeks, just in time for a big automotive event in Hamburg.

Another project in 2017 was to build an interface of an app meant for professional fishing vessels that combined functionalities of navigation, data capture, position logging and fleet management, using specialised, onboard hardware. After just a couple of iterations all mockups and user flow diagrams were accepted with little comments.