



Martyna Wawrzynczyk

UX & UI DESIGNER

CONTACT

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 mw-ux.com

SKILLS

UX & UI Design
Lean UX
Information Architecture
Interaction Design
Visual Design
Wireframing
Prototyping
User Research
Market Research
Usability Testing

TOOLS

Adobe Photoshop
Adobe XD
Adobe Illustrator
Adobe InDesign
Figma
InVision
Basic HTML and CSS

PROFILE

UX/UI Designer focused on user-centered interaction design, looking for a challenge to apply and develop my skills in designing meaningful user experiences through problem-solving and aesthetics.

Taking ideas through the whole design process - from concepts to implementation.

WORK EXPERIENCE

APRIL 2021 - PRESENT

Junior UX Designer | Chimera Entertainment, *Munich*

After my internship, I was offered a Junior UX Designer position. In addition to creating wireframes, high-fidelity mockups, and clickable prototypes, I'm also involved in crafting consistent UI based on a design system. To ensure a coherent user experience of a finished product, I prepare concept documentation and oversee the implementation process. I also have experience in improving usability of in-house tools.

JUNE 2020 - APRIL 2021

Intern in UX Design | Chimera Entertainment, *Munich*

I started working at Chimera Entertainment as an intern in UX Design. My role included supporting game designers with visualizing their ideas for new game features. I was responsible for delivering UX mockups, redesigning existing features, and organizing concept documentation.

OCTOBER 2018 - FEBRUARY 2019

Senior Cabin Crew | British Midland Regional, *Munich*

Leadership and workflow coordination within the team was a big part of this position. Maintaining constant liaison with the flight deck, ground staff, and the cabin crew was crucial to ensure smooth workflow.

APRIL 2015 - SEPTEMBER 2018

Cabin Crew | Travel Service Polska, *Katowice*

I was responsible for the safety and comfort of passengers during the flight and solving customer-oriented problems within a limited timeframe.



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LANGUAGES

- Polish** - native language
- English** - professional proficiency
- German** - intermediate proficiency

SOFT SKILLS

- Teamwork
- Cross-disciplinary collaboration
- Problem-solving
- Agile working
- Attention to details
- Positive Attitude
- Work Ethic
- Communication

CERTIFIED COURSES

SEPTEMBER 2019 – FEBRUARY 2020

User Experience Design Course | CareerFoundry, *remote*

Project-based course covering major UX Design methodologies and industry standard toolkit. Resulted in a responsive web app prototype for mobile and desktop devices.

APRIL 2019 – AUGUST 2019

German Course | bfz GmbH, *Munich*

B1/B2 Level

EDUCATION

OCTOBER 2015 – SEPTEMBER 2017

Master of Arts | University of Silesia, *Katowice*

English Philology: Interactive Entertainment Design

Thesis: Exploration of Psychoanalytical Approach to Videogames: An Analysis of Lacan's Triad in Selected Games

OCTOBER 2012 – JUNE 2015

Bachelor of Arts | University of Silesia, *Katowice*

English Philology: Interactive Entertainment Design

Thesis: Video Games and Art. Game Mechanics and Their Artistic Potential