

MATTWOLNIAK.com

DIGITAL PRODUCT DESIGNER

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I am a self-driven, 31 years old digital product designer with good understanding of people, technology and business.

I like efficiency and transparency at every step of the project.

Through the years, I had been working as a visual designer, front-end dev, and UI/UX designer with startups, B2B companies & product-service hybrids.

DIGITAL EXPERIENCE

Jun 2020 - Current

UX DESIGNER (Project Lead) - remote

STXnext

- Solving clients' problems by leading 6 different projects [so far] from different markets, industries and size with different challenges, teams and scope
- Building products & overview design process - from research, business requirements to final designs or developed solution
- Creating & documenting use cases, wireframes, prototypes & collaborate with PO, PM, client stakeholders, UI designers and developers to create solutions.

Sep 2016 - Jan 2020

PRODUCT/SERVICE DESIGNER, MENTOR & LECTURER

IT school Coderslab sp. z.o.o

- Creating digital UX bootcamp course (learning materials, students projects)
- Mapping, designing and optimizing experiences across multiple touchpoints within UX bootcamp product-service hybrid
- Conducting workshops & lectures of the UX bootcamps
- Mentoring students (consulting projects, sharing knowledge)
- Developing internal products & collaborating with the marketing team

Sep 2013 - Jan 2020

PRODUCT DESIGNER & CONSULTANT - remote

My own thing - Briefmonkey

- Developing end-to-end digital products within cross functional teams and stake-holders across the B2B and B2C businesses (mostly B2B oriented solutions)
- Identifying & prioritizing design and business challenges, roadmapping and devising feasible solutions meeting business goals
- Capturing users', customers' and business' needs & requirements and fitting the design process accordingly to the established challenges and constraints
- Designing sketches, wireframes, prototypes, flows, journeys and other UX deliverables that communicate concepts, goals, challenges and context
- Managing company, recruiting designers and developers, outsourcing work, sales & marketing activities

TOOLS & OTHER

CODA, Notion, Miro, GSuite, Axure, Figma, Sketch, Slack, Toggl

- "Everyone is a designer" [but not everyone should design]
- Digital nomad and remote work enthusiast
- Blockchain & crypto enthusiast (and trader)
- Great cook (according to my fiancé)
- Interested in psychology and sociology
- Spiritual but not religious

SKILLS

UX DESIGN

How I explore problems, design innovative solutions quickly, create impact in new problem spaces, and empathize with the users

- **Strong+ in Interaction Design** - Can create high-quality sketches, wireframes, prototypes, transitions designs, UX writing without guidance. Knows the area in detail
- **Expert in User Advocate** - Empathise with the user and design for usecases and flows specific for personas easily and efficiently
- **Capable+ in Research** - Can prepare, conduct and analyse the research related to product: usability testing, IDI's etc
- **Strong in Design Ownership** - Clearly articulates design decisions, conduct proper design documentation, has the ability to "sell the design"

PRODUCT STRATEGY

How I understand, envision, and influence products and their strategy with teams to create market impact

- Refine and improve the long-term direction of how the product evolves
- Can lead the project for undefined areas or more demanding product spaces
- Fluently leads the project / phase of the project for defined area (e.g. specific group of functionalities)
- Strong in designing user story and epic and capable of designing the whole product
- Efficient in collaborating and building relationships with cross functional stakeholders (design and development team)
- Able to create the process/approach for tackling a complex problems

COLLABORATION

Ways I work with others that help move faster & better - together

- Know "what the most important thing is" at every given time of the project
- "Own his time - organized" - run projects with clear agendas, documentations, action items, and follow ups
- Lead the team in an friendly, energetic and positive environment
- Communicate, present, & share all work clearly and concisely
- Collect, process, and respond to feedback in an open, clear and candid manner
- Frame problems, pros & cons, and questions in a clear manner, develop strong opinions. Flag delays, issues early
- Is generous with time and feedback for the team - makes team more productive
- English (C1), Polish (native)

UI DESIGN

How I can create high-fidelity design with collaborative tools

- **Strong in Systematic Approach** - not reinventing the wheel but using well established UI patterns and keeping consistency across the project
- **Capable+ in Concept Design** - Creating new UI concepts based on the brief and ideas of others, explore different directions, thinking outside the box

All of the skills above are based on peer & manager assessments