stralenya@yahoo.com + 48 732 725 815

Natalia Wyspiańska

Product designer

Skills

User - Centered design
Interface design
Product development
Prototyping / Wireframing
Usability testing
Product launch
Post - launch analysis
Design systems

Software

Figma
Claude Code
Codex
Higgsfield
Midjourney
Jira

Languages

English (B2)
Russian (Native)
Polish (C1)

Education

Master's In Innovation Management

Opole University of Technology
Poland 2017 - 2018

Bachelor's In Logisticst

Opole University of Technology Poland 2013 - 2017

Art School

Fine and performing arts, design Belarus 2009 - 2013

Work Experience

Axxiome / Product Engineer

Poland, Opole / July 2024 - Present / Full time

As the sole designer on the team, I built the product's design system from scratch in Figma, based on MUI Design System with custom components tailored to the product's needs. I designed new UX/UI screens that improved both the visual experience and functionality of the product, taking full ownership of every design decision. I worked closely with analysts and the development team to ensure solutions were both user-centered and technically feasible.

Spruce Consult / UX/UI Product Designer

USA, Chicago / January 2023 - September 2024 / Contract

As a designer at Spruce Consult, my key responsibilities centered around crafting interfaces and products that effectively fulfil the needs and expectations of both the business and the user. In this role, I utilized a complete design process to oversee the creation of web services and facilitate product development. With a focus on user-centered design principles and attention to detail, I strove to ensure that every product I created delivered a seamless and engaging experience for its users.

itsverdure.com

Atmoterm SA / Product Designer

Poland, Opole / June 2018 - March 2024 / Full time

Started out as a regular visual designer, but after just two years, I progressed to product design. I was in charge of the company service platform for enterprises and government agencies. My day-to-day responsibilities included conducting user research and interviews to inform product design, creating wireframes and prototypes to test and refine designs, collaborating with the development team to ensure designs were implemented accurately and effectively, and tracking product changes after launch to optimize the user experience and drive business success.

Carmate / Product Designer

Poland, Warsaw / February 2021 - January 2024 / Contract

As the only Product Designer at Carmate, a startup, I was tasked with creating a service completely from scratch. My primary responsibilities included conducting research and communicating with potential users, analysing data to identify the best design solutions, prototyping, and improving the product after launch. Essentially, my job was to develop the product from start to finish and ensure that it met the needs of both the company and its users.

carmate.pl