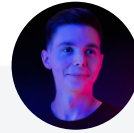


# Curriculum Vitae



## Konrad Paszkiewicz

Digital product designer

### BASIC INFORMATION

**Location:**

Cracow, Poland

**Date of birth:**

9 April 1993

**Personal website:**

[www.paskon.me](http://www.paskon.me)

**Contact:**

[hello@paskon.me](mailto:hello@paskon.me)

### PROFILE SUMMARY

Digital product designer is an integral part of the creative team at every stage of the process who leads the user interface (UI) and user experience (UX) design throughout and is also involved in the product strategy with an entrepreneurial mindset to help get it to the market.

I brought to life many interfaces over the past few years. Owing to this experience I learned an exceptional amount about designing and building digital products, growing a company, and working with people.

### LATEST WORK EXPERIENCE

**Capgemini SE**

UX & UI Designer

May 2017 - Present

(3 years)

- Usability and accessibility audits
- Competitive analysis
- Information architecture (sitemaps, navigation, taxonomy)
- Wireframing
- Prototyping
- Web and mobile design (websites, mobile apps, desktop apps, e-commerce, CMS)
- Regularly attends client workshops and works directly with business and product stakeholders
- Creating processes evolving the suite of tools used by the team to ensure it is aligned of industry standards

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**Contellio Ltd.**

Lead Designer

April 2015 - April 2017

(2 years 1 month)

- Prototyping
- Web and mobile design
- Managed a happy team of graphic and motion designers
- Redesign of the core products — publishing platform for marketers and tools for freelancers

Side projects:

- [utm.plus](#) — a missing UTM tag manager
- [howlongis.it](#) — simple aggregator of questions about size, weight, length, etc. for dozens of online platforms

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**Jagiellonian University Sp. z o.o.**

Web Developer & Designer

May 2014 - June 2015

(1 year 2 months)

- Working on the operational and visual aspect of the whole digital side of "Leadership and management in education - development, and implementation of a system of education and improvement of school/institution heads" Jagiellonian University project

### TOP SKILLS

**Audit & Research:**

- Desk research
- Analytics data
- Competitive analysis
- Sitemap & navigation mapping
- User interviews
- Benchmarking

**User Experience:**

- Information architecture
- Personas
- Journey map
- User stories
- Wireframes
- Prototypes

**User Interface:**

- Creative directions
- Mobile and desktop UI design
- Style guide
- Design review
- Developer hand-off

### TOOLS AND OTHER KNOWLEDGE

Sketch, Figma, Principle, Framer, Abstract, Webflow, Zeplin, InVision, HIG, Material Design, Miro, Descript, Google Docs, Github, Xcode, HTML, CSS