



Michał Sikora

Young multidisciplinary graphic designer from Kraków. Passionate about UI and UX, interested in data-driven solutions.

WORK EXPERIENCE

Papercut.pl – Graphic Designer

09.2017 – present

Working as a visual designer, main area of responsibilities includes web design and brand identities. Provided wireframes and designed websites for several clients: Kancelaria Urban, Fotobudka z drewna, Grand Parade, Creative Style.

Dragon Poland – Graphic Designer

08.2015 – 09.2016

Designed a brand mark, packaging projects and a website project of company's brand - PIKKO. Managed a full visual identity of a marketing campaign - NaprawdeProste.pl which included the logo, brochures, infographics, illustrations and a responsive website.

Ivision.pl – Junior Graphic Designer

10.2014 – 06.2015

Collaborated with designers and developers team creating a wide variety of digital and DTP graphics and projects such as website interfaces elements, adwords, brochures, newsletters etc. Designed a visual identity and a website project for Aventor.

Ivision.pl – Intern

07.2014 – 09.2014

First work in a digital industry, opened and focused me on my career perspectives giving new personal goals.

michalsikora.work



michaljansikora@gmail.com

+48 662 394 183

EDUCATION

Uniwersytet Pedagogiczny w Krakowie – Graphic Arts

double master degree joint with École supérieure d'art de Pyrénées / 10.2016 – 07.2018

Diploma projects:

1. Visual identity with a full brandbook and a website project for Astroturystyka (Stowarzyszenie Polaris OPP)
2. Eyetracking web usability research with a group of 40 users, evaluating different homepage layouts and navigation systems of Astroturystyka's website project.

Uniwersytet Pedagogiczny w Krakowie – IT

bechelor degree / 10.2012 – 10.2015

Diploma project:

“Application of Eyetracking in the Study of User Interfaces”. It presented the eyetracking research project carried out at the university. The research studied the usability of four different websites and evaluated their navigation systems .

SKILLS



Sketch

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe XD

Wireframing

InVision

Principle

Axure

English – C1 level / Polish – native



Skills and experience background

Description of competencies, knowledge, attitude and a specified range of technical skills.

TECHNICAL SKILLS DESCRIPTION

Sketch / Adobe XD

Creating UI style guides using symbols, focused on atomic design methodology.

Principle

Able to create simple interactions and present general product working principle using mechanisms like page scrolling etc. Still learning how to master micro-interactions in apps design.

Axure

Able to design wireframes using masters and dynamic panels.

Adobe Illustrator

Years of experience in creating various illustrations, signs and icon sets.

UX research skills

I am deeply interested in research methodologies. Seeking for practical experience, basing my knowledge on books, workshops and articles.

As a young person passionate about design, I am constantly seeking new experiences and challenges. I am looking for personal development opportunities and try to increase my knowledge and competencies by attending various workshops and conferences.

PARTICIPATED IN WORKSHOPS

- **Netguru Design College**
December 2018
- **DesignWays Designing for VR&AR**
November 2018
- **KID Mobile UI Challenge**
December 2017

GIVEN LECTURES

AIDA - Information Architecture as an Academic Discipline (Kraków)

June 2018 – "Application of Eyetracking in the Study of User Interfaces"

PUBLICATIONS

Application of Eyetracking in the Study of User Interfaces

Co-author with dr Anna Stolińska In: "Neuronauka i eyetracking: badania i aplikacje / pod redakcją naukową Władysława Błasiaka"