

Agata Tomaszek

ASPIRING UX DESIGNER

I am an empathetic observer who enjoys creating both digital and offline solutions putting the happy user in the centre.

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EXPERIENCE

Graphic Designer | Fashion Revolution Polska
Gdańsk (remote), Aug 2020 - Now

Designing publications, presentations and brand materials based on **Gestalt principles** and **content hierarchy**.
As an NGO, we collaborate in a multidisciplinary team based on a **feedback culture**.

Junior Graphic Designer | OH Digital
Austin, TX (remote), Aug 2020 - Mar 2021

Collaborated with the lead designer on developing visual identities for brands and startups such as *Wiley*, *LuvSeats* & *Yonder AI*. Designed **pitch decks** and **accessible data visualisations**.

EDUCATION

Creative Management | Collegium da Vinci
Master's Degree, Specialisation: **UX Design**
Poznań, Oct 2020 - Jul 2022

Graphic Design | De Montfort University
Bachelor's Degree
Leicester, UK, Oct 2016 - Jun 2020

Communication Design | Hochschule für Gestaltung
Erasmus Exchange
Schwäbisch Gmünd, DE, Mar 2019 - Jul 2019

SKILLS

Design Thinking • Visual Thinking •
User Flows • Wireframing •
Prototyping • Corporate identities

TOOLS

InDesign • Photoshop •
Illustrator • XD • After Effects •
Figma • Webflow

DEVELOPMENT

Design Thinking | Service Design
Polska | Design workshop

Elementarz UX | Element Talks
Conference, workshops

**Project Management
Fundamentals Certificate**
Project Management Institute

LANGUAGES

English (fluent),
French (conversational)

CURRENTLY EXPLORING

No-code web solutions,
cross-cultural design

SELECTED PROJECTS

TickOff | Mobile App | 2021

A self-initiated project of a student-oriented task management app. I performed **a target audience analysis** and **1:1 interviews**, followed by **a competitors analysis**. I generated **personas**, **user flows**, and **mind maps** to analyse & **implement** gathered insights into product features. Finally, I designed **prototypes** and conducted **usability testing**.

South Tyrol | Interactive Guide | 2019

A web-based tourist guide. The challenge was to design an immersive digital communication of complex contents drawn from paper books. Our process included designing **IA**, **wireframes** and **priority guides**, followed by iterative **prototyping** in Figma. It was also a great opportunity to explore **HTML&CSS**.