Mateusz Górski

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About

UI/UX designer with over 10 years of experience in graphic design. In my current role, responsible for designing desktop applications, prototyping, testing with the 3rd part tools (like Hotjar), and developing a design system. Working closely with other teams on testing and designing new features to improve the usability of applications, components, and features. Prepared to work under pressure to handle multiple projects simultaneously, work with a team, and collaborate with different teams. Reliable and patient.

Work experience

01.08.2022 – 30.04.2023

Product Designer in PeakData

Duties

- Develop new design concepts, graphics, and layouts, using a creative approach
- Visualize design goals and product roadmap in cooperation with product managers
- Create a product design system
- Cooperate with developers and testers on product quality
- Making research/data-driven recommendations for change based on the findings
- Understanding high-level business direction and its impact on the application

18.01.2021 – 31.07.2022

UI/UX Designer in Onwelo

Duties

- Working closely with external client (GE Healthcare) on the development of their applications (3 projects: 2 destkop applications and 1 mobile).
- Creating and maintaining design systems for these applications.
- Creating wireframes and prototypes.
- Applying design changes in the components based on the user's and client's feedback.
- Doing reviews with users, PMs, and developers regarding design with new components/features prepared for the applications.

01.03.2016 – 31.12.2020

Digital Designer in IG KNOWHOW LIMITED

Duties in website team (20.08.2018 – 31.12.2020)

- Designing new websites (layout + UI/UX), components, features.
- Maintaining bigger projects like webpages for new products which includes managing the whole process from prototyping, designing, contacting stakeholders, and other teams that were involved in these projects. Applying amends to the designs on later stages, QA of builds of these pages.
  Building and maintaining webpages in company CMS, updating old-style pages to the new brand guidelines.
- Creating and testing new design variations of existing features from IG websites for test purposes and optimization.
- Managing people - onboarding newcomers, checking their works, guiding them with the brand guidelines, and sharing knowledge.

Key projects and achievements:

MTF (Multilateral Trading Facility)

I was the main design representative in all planning meetings and I was asked to provide time estimates by the Project manager & Stakeholders. I took on full responsibility of the design and planning of the project which includes 3 different websites. The feedback I received from the Stakeholders team and brand manger was extremely positive and complimentary.

IG Retail mobile navigation

In this project main focus was around minimizing options of interaction from the users, so it makes user journey easier and simpler. I was responsible for creating a new design for this project. Working on it involves cooperation with other teams like UX, optimisation and developers. The final result was approved by all stakeholders without hesitation. Because of that project, I received recognition and got a shout-out on the monthly marketing townhall prepared by Chief Marketing Officer.

Duties in marketing design team (01.03.2016 - 19.08.2018)

- Creating graphics/animations for marketing use (Facebook, AdWords, Twitter, emails).
- Creating print media for the company (brochures, handouts, flyers).
- Preparing, managing, and designing brand campaigns.
- Creating mockups and templates (ex. 3D models of mobile devices) for improvement of time delivery.

Key projects and achievements:

HiPotential programme

Among over 300 of Krakow employees, I was selected to HiPotential programme. HiPo team included 10 people from different teams that were presenting and were following all key values of the company and could become new leaders in the company. We were involved in individual sessions with the CEO on which we could discuss how we want to develop ourselves or how and where we see opportunities for the company growths.

29.06.2011 - 28.02.2016
Graphic Designer in MRstudio

Duties

- Creation of graphics for websites, emails, and wide range of print materials.
- Managing, producing, and designing projects from brief to fulfillment.
- Consulting and presenting projects to the stakeholders.
- Creating interactive presentations in Flash.
- Creating animations for presentations and websites.
- Designing and coding websites.
- Designing a wide range of print materials (calendar, leaflets, catalogs, posters, business cards, advertisements, invitations, large format prints, folders), visual identity systems design (logos, company materials).
- Preparing and checking materials for print.

08.2008 – 10.2008
Flash Designer in .bringMore advertising

Duties

- Creating animations for websites based on Flash technology.
- Creating interactive components for websites like carousels, games, banners, buttons.

Skills

- Expert knowledge of design for web and print.
- Expert knowledge of Photoshop, Illustrator, InDesign and Acrobat.
- Expert knowledge Figma (also used Sketch).
- Good working knowledge of HTML and CSS.
- Basic knowledge of JavaScript.
- Basic knowledge of Blender and After Effect.
- Good knowledge of computer operating system: Mac OS and Windows.

Languages

- English - intermediate

Education & Qualifications

2014 – 2015   University of Silesia in Katowice, The Faculty of Fine Arts.
Postgraduate Studies: Games Graphics Design.

2006 – 2010   School of Information Technologies in Katowice.
B.Sc: Computer Science.