JAKUB BUKOWSKI

SENIOR PRODUCT DESIGNER • SENIOR UX/UI DESIGNER

Tyczyn, Podkarpackie, Poland • Remote • Available immediately • +48 666 627 444 • kuba.bukowski.art@gmail.com
linkedin.com/in/raxath • jakubbukowski.com • Polish native • English C1 • German B2

PROFILE

Senior Product Designer / UX/UI Designer with around 10 years of experience designing complex digital products across B2B, healthcare, mobile, web and conversion-focused environments. I work end-to-end - from discovery, problem framing and information architecture through user flows, prototyping and high-fidelity UI to design systems, accessibility, developer handoff and implementation QA. Recent work includes an international healthcare platform under NDA, AWI EIS expedition-planning software, the Solar Node mobile HEMS product and the NEOM Worker Welfare PoC. I combine product thinking with strong visual craft, structured collaboration and practical delivery with Product, Engineering, QA and client stakeholders.

CORE EXPERTISE

PRODUCT STRATEGY & DISCOVERY Problem framing, requirements clarification, stakeholder workshops, product discovery, UX research, customer journeys, information architecture and prioritisation.

UX & INTERACTION User flows, wireframes, rapid prototyping, complex forms, dashboards, data-heavy workflows, edge cases, error states, empty states and responsive behaviour.

UI & VISUAL CRAFT High-fidelity UI, responsive web, mobile interfaces, hierarchy, typography, layout, interaction patterns and polished production-ready design.

DESIGN SYSTEMS Figma components, variants, variables/tokens, reusable patterns, UI Kits, documentation, accessibility rules and design governance.

ACCESSIBILITY & QUALITY WCAG 2.2 AA, accessible forms, contrast and state reviews, developer handoff, Design QA and implementation consistency.

ANALYTICS & OPTIMISATION GA4, Hotjar, CRO, conversion funnels, A/B testing and evidence-informed iteration for product and marketing experiences.

DELIVERY & COLLABORATION Jira, Azure DevOps, Confluence, user stories, acceptance criteria, client communication, Product/Engineering/QA collaboration and Agile delivery.

AI-ASSISTED WORKFLOW ChatGPT, Figma Make and selected generative tools for synthesis, exploration, UX copy, edge-case discovery and rapid prototyping - with manual validation.

EXPERIENCE

Craftware / Senior UX/UI Designer

Jan 2026 - Present • Remote • B2B

- Senior UX/UI design for Healthcare Application for Craftware under NDA, supporting market-specific experiences across Japan, Canada, UAE and other regions.
- Design responsive end-to-end flows including account creation and authentication, dashboards, My Account, orders and results, document upload/sharing, admin workflows, emails, localization and supporting states.
- Translate business and technical requirements into user flows, interaction states, edge cases and implementation-ready Figma designs; collaborate closely with Product, Engineering and QA.
- Contribute to design-system consistency, reusable patterns, tokens/components, WCAG 2.2 AA accessibility and UI QA across a regulated product environment.

KYOTU Technology / Senior UX/UI Designer

Apr 2024 - Present • Remote • B2B

- Design complex web and mobile products across B2B, industrial/logistics, smart-home/energy and workforce domains, from discovery and flow definition through final UI and handoff.
- Establish and extend design-system foundations using components, variables/tokens, UI Kits, accessibility rules and reusable responsive patterns in Figma.
- Partner with client stakeholders, developers and QA through workshops, Jira/Azure DevOps, user stories, acceptance criteria, design reviews and implementation QA.

I consent to the processing of my personal data for recruitment purposes in accordance with applicable data protection regulations.

JAKUB BUKOWSKI / Product Design + UX/UI

SELECTED PRODUCT WORK

AWI EIS - Expedition Interface System / Senior UX/UI Designer

2024 • Enterprise B2B • Logistics / expedition planning

- Redesigned cargo interfaces within the existing expedition system, including Standard and Expert workspace variants, freight-list explorations, article forms and pre-submission review.
- Extended and organized the existing UI Kit and reusable interface patterns; prepared UX/UI proposals and design handoff within ongoing product development.

Solar Node / UX/UI Designer

2026 • Mobile HEMS / smart home

- Designed mobile UX/UI for a home energy management product, focusing on Home, Forecast and Setup experiences. Structured complex household and energy data into clear mobile hierarchies, including time-based analysis, device context and reusable UI patterns.

NEOM Worker Welfare App / UX/UI Designer

2024-2025 • PoC • Mobile + responsive web

- Designed multilingual onboarding, dashboard, reporting and complaint/grievance flows for worker welfare, including anonymous reporting scenarios and role-based experiences.

EARLIER EXPERIENCE

Semergy / WeNet / UX/UI Designer; Team Leader

Jan 2021 - Mar 2024 • Remote

- Designed B2B websites, landing pages and conversion-focused digital experiences for SMB clients, combining UX, UI, CRO and brand consistency.
- Coordinated designers, developers and stakeholders; handled client communication, design reviews and delivery quality across parallel projects.

Testin Interactive Agency / UX/UI Designer; Team Leader

2016 - 2021 • Rzeszow / Krakow

- Delivered end-to-end web and visual design work from concept, wireframes and UI through websites, landing pages, campaign assets and print materials.
- Progressed into a lead role supporting visual direction, team delivery, client-facing decisions and cross-functional implementation.

LEADERSHIP & VISUAL DESIGN

OGT Events Association / Founder / President / Lead Designer

2020 - Present • Brand, community and event communication

- Own visual identity and communication across branding, social media, illustration, print, promotional assets and large-scale narrative events.

METHODS & TOOLS

DESIGN Figma, FigJam, Adobe Creative Cloud, Miro, Canva; components, variants, variables/tokens, responsive UI, prototyping and design-system libraries.

PRODUCT & DELIVERY Jira, Azure DevOps, Confluence, Agile/Scrum, user stories, acceptance criteria, design specs, developer handoff, UI QA and stakeholder workshops.

RESEARCH & OPTIMISATION Usability testing, heuristic evaluation, UX research, journey mapping, GA4, Hotjar, conversion analysis and A/B testing.

WEB & AI WordPress, Webflow, HTML/CSS; ChatGPT, Figma Make, Adobe Firefly, Midjourney and UIzard as supporting tools where appropriate.

EDUCATION & TRAINING

2022 MA, Graphic Design in Media - University of Information Technology, Rzeszow

2016 BA, Graphic Design - University of Rzeszow

2014 BA, English Philology - University of Rzeszow

TRAINING AI for UI Designers - Capgemini (2024); HTML/CSS Fundamentals - W3Schools

I consent to the processing of my personal data for recruitment purposes in accordance with applicable data protection regulations.