

Product Designer

Toolbox

Figma
Sketch
Miro
Abstract
Notion
Confluence
Jira

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Hard Skills

UX/UI design
Interaction design
End-to-end experience design
Prototyping
User Testing
Qualitative research
Workshopping
Design documentation
Software as a Service (SaaS)

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Soft Skills

User-centered approach
Agile attitude
Design project planning
Experience vision & strategy
Critical problem-solving
Cross-functional collaboration
Remote/Async collaboration
Stakeholder management
Systems thinker
Detail oriented

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Alt Skills

Advanced proficiency in Polish
Art Teacher at Red Hook Art Project
Gaming

Unqork / Product Designer

JULY 2019 - PRESENT

- Managed and mentored a Product Designer as a Team Lead Product Designer for the Assist Product Experience vertical, focusing on projects rooted in accelerating and automating Creator processes.
- Led definition of a user experience vision for Unqork's Integrated Development Environment including research, stakeholder workshops, 25 person design sprint and user testing, resulting in breaking down team silos and a multi-year product roadmap focusing on the Creators experience.
- Led the Module Types initiative to improve onboarding, increase Creator Productivity and enforce best practices for improving application quality.
- Consulted on cross-camp initiatives including Versioning & Branching and Data Modeling, as subject matter expert for Module Building & Components, Design System, Guardrails and Debugging experiences.
- Onboarded multiple designers and researcher onto the Create PX team, facilitating knowledge transfers, strengthening processes and reducing risk for the Product Experience Team.
- Led foundational research, resulting in design led product strategy for Creator journey & debugging.
- Led end to end design process for a Dynamic Grid component, which unlocked major business use cases and reduced platform debt.
- Partnered with research team on foundational research to define and identify opportunities for Creator Productivity which resulted in platform-wide alignment on terminology, OKRs and roadmaps.
- Led redesigning Unqork Components and informing a strategy for improving in-platform content and product documentation, and laying the foundations for our subsequent research and analytics projects.

Freelance / Designer

JAN 2019 - AUG 2019 / Web Design

Rebranded and redesigned a small women owned B2B/B2C company which resulted in reduced drop offs, increased sales and digitized the B2B account flow.

SEP 2017 - MAY 2019 / Interior Design

Managed the interior FF&E phases for projects a luxury apartment building, 3 building estate in the Catskills, as well as a Miami Villa.

Aero Studios / Interior designer

NOV 2014 - NOV 2017

Mentored directly under the Creator Director of a <30 person design studio across both commercial and residential projects.

Education

Interaction Design Foundation, Course Member
FIT, BFA Interior Design

NOV 2018 - DEC 2019
SEP 2010 - MAY 2014