DOMINIK JANUCHOWSKI

SENIOR PRODUCT DESIGNER

EXPERIENCE

Senior Product Designer - intive

08.2021 - 12.2024

User Experience Manager - PwC Polska

08.2016 - 08.2021

Senior UX / UI Designer - Ministry of Digital Affairs

12.2015 - 08.2016

Senior UX / UI Designer - IGT (formerly GTECH)

08.2014 - 12.2015

User Experience Specialist - XTB

07.2013 - 08.2014

UX Designer, Front-End Coder - FairSquare Ltd.

01.2012 - 04.2013

Interface Designer - Tradoro Commerce

08.2008 - 02.2011

Graphic and Motion Design Freelancer

since 2004

INTERESTS

#product-design   #hci   #data_analysis
#cognitive_psychology   #brand_marketing
#motion_design   #photography   #music

SUMMARY

I'm a Senior Product Designer with over 20 years of experience in designing scalable products. I specialize in end-to-end user-centered design process, working in cross-functional teams and combining business, ux and technology areas.

SKILLS

→ MODERN, RESPONSIVE INTERFACE DESIGN

→ INTERACTION AND MOTION DESIGN

→ PROTOTYPING, WIREFRAMING

→ USER FLOW ANALYSIS

→ DEFINING PERSONAS, LEADING WORKSHOPS

→ QUANTITATIVE AND QUALITATIVE USABILITY TESTING

→ BUILDING COMPLEX DESIGN SYSTEMS

→ MOBILE-FIRST HTML/CSS CODING

→ CONVERSION RATE OPTIMISING

→ WORK IN SCRUM, LEAN UX, UCD APPROACH

→ LANGUAGES: POLISH NATIVE, ENGLISH C1, FRENCH A1

TOOLS

PROTOTYPING

FIGMA   SKETCH   AXURE   XD   MIRO

GRAPHIC, MOTION DESIGN AND AUDIO

PHOTOSHOP   ILLUSTARTOR   DAVINCI RESOLVE
AUDITION   PREMIERE   AFTER EFFECTS

DESIGN SYSTEMS

MATERIAL DESIGN   KENDO UI   IOS   + CUSTOM

DATA

GOOGLE ANALYTICS   CRAZYEGG   HOTJAR
TABLEAU   SENTIONE   EMOTIVPRO   TOBII PRO

MANAGEMENT

JIRA   CONFLUENCE   SHAREPOINT   GIT

PORTFOLIO:

dominikjanuchowski.com

SELECTED EXPERIENCE DETAILS

■ Senior Product Designer, intive

08.2021 - 12.2024

intive is a well-known software house providing services to clients all over the world. The company places particular emphasis on design, which is the first link in the product delivery process. As a UX / UI Designer, I worked on many projects from various industries (healthcare, finance, retail, media) and I was responsible for supervising and participating in most of the design work, such as discovery workshops, prototyping, design, and interpretation of usability test data. I also performed application audits to determine the scope of future projects. I worked closely with the Chief Design Officer and the marketing department in the area of creating a sales offer, the main pillar of which was design.

■ User Experience Manager, PwC Polska

08.2016 - 08.2021

As a User Experience Manager, I built the design team at PwC Poland from scratch. Our team was part of a larger Data Analytics department, currently Analytics & AI. I was responsible for creating a design environment, communication channels and cooperation with other departments of the company. I personally led recruitment processes, expanding our team from 1 to 5 people in 3 years. At PwC, we conducted projects mainly in the areas of banking (Deutsche Bank, Santander, InvestCloud, Credit Agricole, ING, PKO BP, Getin Bank), insurance and retail (Żabka Polska, Eurocash and more), building very complex back-office systems, e.g. for credit risk management, supply chain management or planning retail promotions. I've designed parts of big ERP systems like SAP Fiori or QAD Aurora. As the first and probably the only UX team in Poland so far, we created an innovative method of qualitative usability research using EEG devices with the support of machine learning models, which gave us a market advantage and contributed to building a better position as a comprehensive consulting company. As a manager at PwC, I underwent many useful trainings, such as communication skills, negotiation skills, change management and project management.

■ Senior UX / UI Designer, Ministry of Digital Affairs

12.2015 - 08.2016

In 2015, I became a UX / UI designer in the team creating the Open Data portal for the Ministry of Digital Affairs. I worked closely with developers and members of the cabinet of the Minister of Digital Affairs, Anna Streżyńska, in implementing the platform allowing people to browse and interact with big data sets. Due to the public nature of the project, we placed particular emphasis on implementing the WCAG 2.0 accessibility rules.

■ Senior UX / UI Designer, IGT

08.2014 - 12.2015

IGT, formerly GTECH, is the world's largest company providing services for lotteries and number games worldwide, including the Polish Lotto. At IGT, we created a number of smaller and larger projects, led by the flagship system called Aurora, which combined most of the functionalities used by lotteries. The system was divided into many modules, including winnings management, coupon distribution, courier route management, machine service, point-of-sale management, accounting, and many others. Leading a three-person team of designers, I was directly responsible for design work and communication with the project manager and development team. We also created a common Design System for all our products and interpreted usability test data conducted by an independent company in the United States. It is worth noting that we were one of the first teams in the world to introduce a division into light and dark modes in their systems, which was dictated by the shift nature of the work of users of our products.

■ User Experience Specialist, XTB

07.2012 - 08.2014

Warsaw, Mazowieckie, Poland · On-siteWarsaw, Mazowieckie, Poland · On-site
At XTB I was a member of the Global Marketing team and one of three UX designers. I was responsible for implementing a new website dedicated to the company's offer and also designed online marketing communication. At the same time, we were developing our own trading platform. I personally worked with the company's CEO and product owner in planning the next stages of the project.