

MICHAŁ KUBICKI

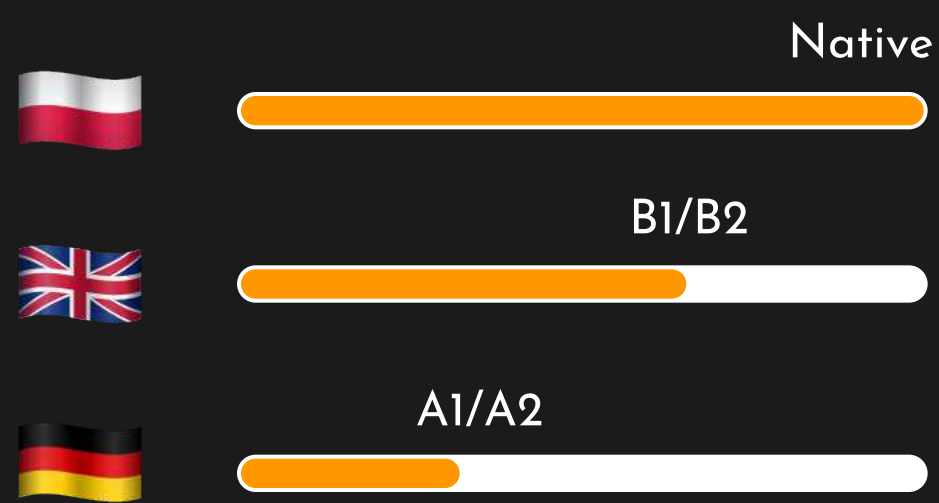


ABOUT ME

I work in UX/UI design and graphic design. I am a graduate of Applied Computer Science (UX/UI specialization) at Lodz University of Technology. I am interested in designing intuitive and aesthetic interfaces based on user needs and usability testing. I have experience creating UI wireframes and prototypes, working with Figma, and delivering website and application projects from concept to implementation.

On a daily basis, I work as a C++ software developer, which helps me understand technical constraints and collaborate effectively with development teams. I am also involved in photography and website development, while focusing on growing in the UX/UI field and seeking opportunities to gain further design experience.

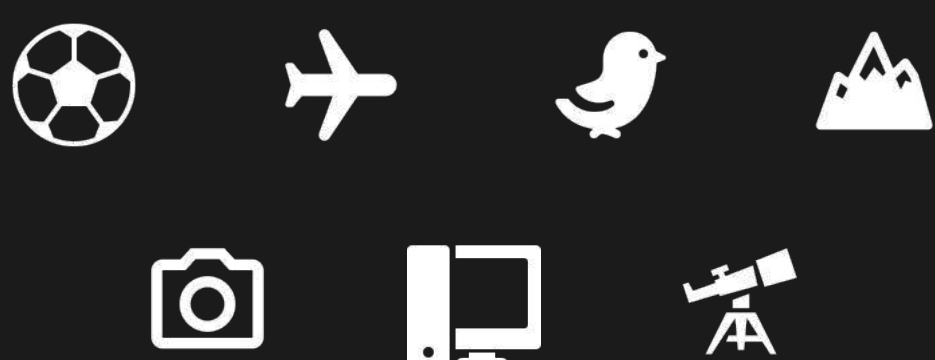
LANGUAGES



CONTACT

- ✉ michal.kubi99@gmail.com
- ☎ 720 509 902
- 📍 Łódź, Poland
- 📷 @kubiccyfotografia
- 🌐 www.foto-kubiccy.pl
- 👤 Portfolio

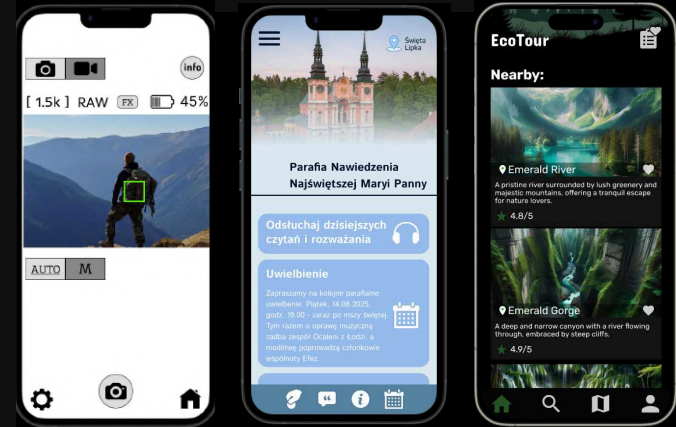
INTERESTS



KEY PROJECTS



High-fidelity design of a camera touchscreen interface. Carried out from the analysis of existing solutions and user needs, through UI design, to prototyping and usability testing. I focused on exploring the impact of microinteractions on the user experience ➔



Conceptual UX/UI designs for several mobile applications. The scope of work included problem analysis, application structure design, wireframes, and an interactive prototype in Figma. I conducted usability testing using Maze and iterated the designs based on user feedback ➔



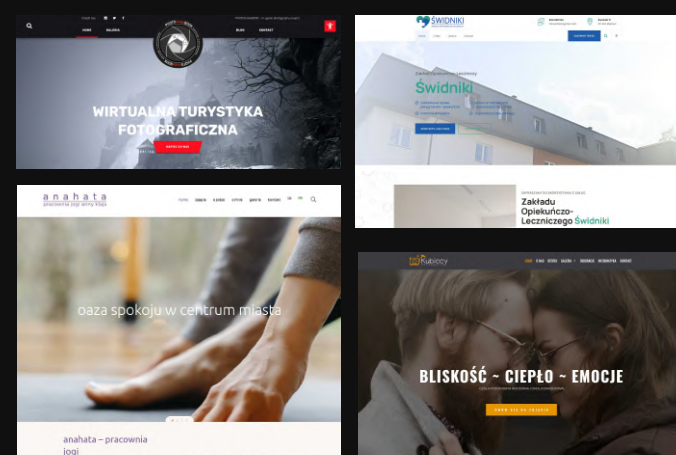
Creation of numerous visual **identification projects, logos, graphics, posters, books, posts and more** ➔



Website projects and implementations from concept to launch, including:

- photomodebook.com,
- foto-kubiccy.pl,
- zol-swidniki.pl,
- yoga.lodz.pl.

I was responsible for information architecture, UI design, and implementation (WordPress). I worked with clients and making iterative improvements based on feedback.



SKILLS AND STRENGTHS

UX/UI

- designing UI wireframes and prototypes (web and mobile),
- understanding of the UX process,
- designing clear and consistent interfaces,
- iterating designs based on user feedback.

Tools

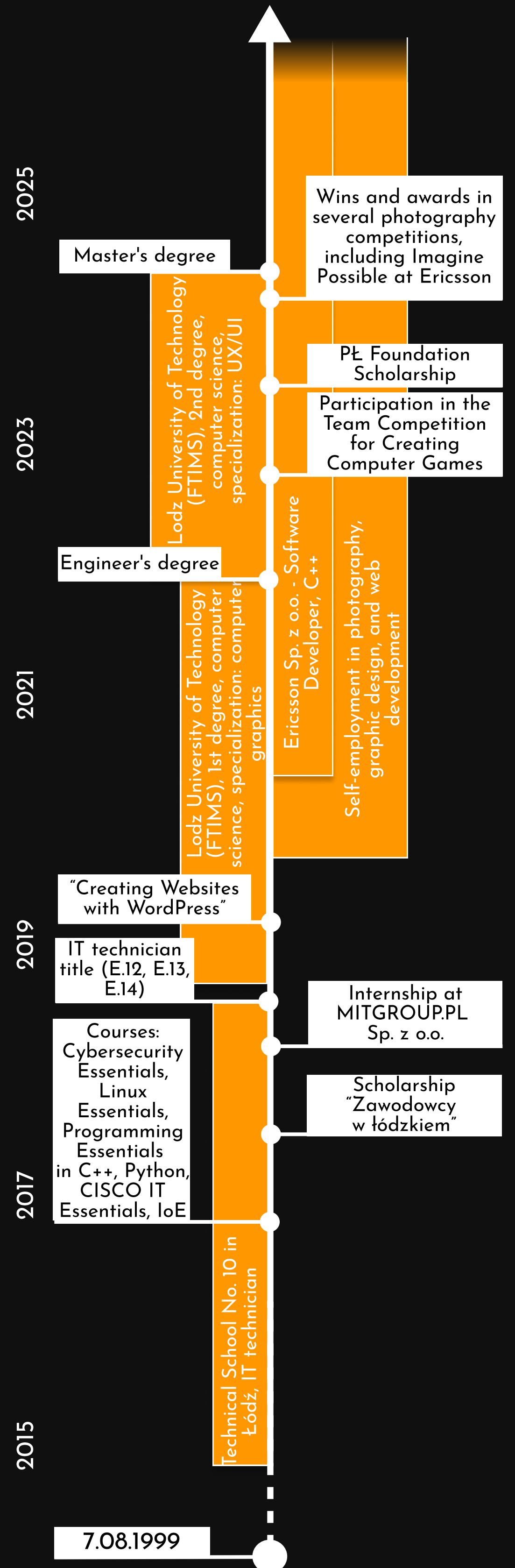
- UX/UI Design: Figma, Maze, Adobe Creative Suite
- Websites: HTML, CSS, WordPress, JavaScript
- Technical/process: C / C++, Python, PHP, SQL, Agile/Scrum, Jira, Gerrit, GIT, plantUML
- Additional: working with AI

Skills

- analytical thinking,
- teamwork and communication,
- understanding technical constraints of projects,
- photography, photo editing, creating graphics and videos,
- good work organization,
- fast learning and willingness to grow.

EXPERIENCE & EDUCATION

- November 2021 - Present - **Ericsson Sp. z o.o.**, Position: Software Developer,
- January 2020 - Present - **Own business** in photography, graphic design, and web development,
- February 2023 - July 2024 - Lodz University of Technology (FTIMS), Second-Cycle Studies, Computer Science, Specialization: **UX/UI**,
- October 2019 - February 2023 - Lodz University of Technology (FTIMS), First-Cycle Studies, Computer Science, Specialization: Computer Graphics



I hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying.