

Martyna Skiba-Sojecka

UX Designer

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Łódź, Poland

I design and create solutions for the user, while being mindful of business needs. My strengths are creativity, empathy and a problem-solving attitude I assume whenever encountering a problem.

In my designs I combine analytical thinking with an artist's perspective.

Experience

Solteq Poland

UI/UX Designer

Sep. 2022 - now

The project I work on is an existing SaaS for managing restaurants, stadiums and other similar venues. I have designed features that involved both web and mobile devices use cases and their implementation has led to the increase in productivity of thousands of clerks using the software as their primary tool for work. Being a part of a bigger team and collaborating with another designer on a daily basis has reinforced to me that sometimes the best solutions are found in a clash between two opposing approaches. I have designed solutions for customers' specific needs without interfering with already existing workflows.

Szmerly Bajery

UI/UX Designer

Nov. 2020 - Aug. 2022

UI/UX designer in a small web-development team. I designed for e-commerce services, websites and systems and created functional solutions. I also worked with programmers and helped them with information architecture. Ultimately, I also helped expand the team and got to do peer reviews with less experienced employees.

GMSynergy

3D Designer

Oct. 2018 - Mar. 2019

As a 3D Designer I designed stands for international fairs and expos. I got to manage multiple projects at the same time. Other than designing, my competences were contact with customers and fair organizers, and the preparation of project documentation.

NFZ Łódź

Customer Service

June 2016 - Sep. 2016

Working with customers of all kinds showed me there is more to the world than what I had known before. I learned to be efficient and to manage paperwork. I quickly became the one to help others and ultimately ended up improving the workflow of the whole office.

Education

Google UX Design Certificate

Mar. 2022 - Aug. 2022

Strzemiński Academy of Fine Arts Łódź

Master of Arts in Animation

Oct. 2020 - June 2023

Lodz University of Technology

Bachelor of Science in Computer Science, with a specialization in Computer Graphics and Multimedia

Oct. 2016 - Feb. 2020

Languages

Polish

Native

English

C1

French

A2



Skills

UX/UI

User research

Wireframing

Prototyping

Testing

Design Systems

Software & Tools

Figma

Illustrator

Photoshop

After Effects

3DS Max

Jira

Zeplin

Soft Skills

Communication

Creativity

Problem-solving

Teamwork

Leadership

Time management

Flexibility

Design

Illustration

Social media content

Animation

3D Modelling