

Konrad Majewski

Senior UX / UI Designer

01

About Me

I design end-to-end for B2B from early-stage startups to global enterprises.

Worked on 0→1 launches, MVPs, AI, internal tools, data visualisation, and interfaces supporting complex information architectures.

I collaborate closely with founders, stakeholders, and engineers to turn fuzzy ideas into elegant solutions. I build clarity, ship fast, and speak dev.

1.1. Skills

- Design Thinking
- User Experience Design
- Human-Computer Interaction
- Information Architecture
- Data Visualization
- Workshops Facilitation
- Design Systems
- Qualitative Research
- Usability Testing

1.2. Tools

- FigJam
- Figma
- Claude Code / Cursor
- Jitter
- Maze
- Mixpanel, Posthog
- Google Analytics
- HTML, CSS & SASS
- Vue.js / React.js
- Storybook
- GIT

03

Education

2013 - 2017

Adam Mickiewicz University

Bachelor of Arts - BA,
English Philology

02

Experience



OCT 2020 - PRESENT

Neoteric

Senior UX/UI Designer - since December 2021

I focus on helping international startups and enterprises create digital products and services that help them achieve their business goals. I conduct client workshops, generate product requirements, create mockups, prototype, and provide artifacts for validating ideas with the end users. I also actively take part in the development handover by providing engineering teams with style guides & component libraries.

Apart from the commercial work I also help junior team members, coordinated the trainee program, and conducted tech interviews with the potential design team candidates.

UX / UI Designer

I joined Neoteric as a UX/UI Designer. My core duties involved collaborating with product and engineering teams on creating digital products. I owned the entire design process, from early research and ideation, to development hand-over.



AUG 2019 - SEP 2020

AoB Travel AB

UX / UI Designer

I was part of the travel agency's R&D department. I worked on the complete overhaul of the AoB Travel mobile booking experience that didn't go live due to COVID layoffs . The goal of the project was to establish a scalable and easily maintainable design system that would help our dev team in their day to day work.

I conducted UX audits, and research. I also created wireframes, mockups, and prototypes. In the later stages of the project I took part in the development process by crafting components and maintaining our local Storybook Library.



OCT 2017 - JUL 2019

Toro Performance Group

Web Designer / Project Manager

I joined Toro Performance Group as a Web Designer. I worked on a number of Woocommerce based webshops, and Wordpress Website projects. I was responsible for creating low, and high-fidelity mockups, and took part in the front-end development process.

Later on I additionally took over as a Project Manager. I kept in touch with the clients, helped to estimate projects, and created specifications. I was also responsible for making sure that everyone had everything they need to do their job effectively.

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z ustawą z dnia 10 maja 2018 roku o ochronie danych osobowych (Dz. Ustaw z 2018, poz. 1000) oraz zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO).