

PATRYCJA PIOTROWSKA

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SUMMARY

I am a Senior Product Designer with 10+ years of experience. I don't just "draw" screens. I solve real product problems. I specialize in complex B2B SaaS where bad UX costs time and money. Thanks to my Computer Science degree, I know how software is built. I turn confusing systems into clear tools, and I use AI workflows to do it up to 5x faster. I take full ownership of the product, from the first idea to the final code.

B2B SaaS | Design Systems | End-to-End UX/UI | AI Workflows | Developers Handoff | Vibecoding

EXPERIENCE

Freelance (International Contracts) (USA & Norway) 2022 – Present *Senior Product Designer* | Design Lead

- **Vendor Trax (San Francisco, USA):** Primary design decision-maker for B2B platforms; collaborating with investors to shape product strategy and pitch decks for U.S. stakeholders.
- **SoftCraft AS (Norway):** Scaled a waste management app into a white-label system for multiple municipalities. Leveraged **AI & JSON automation** to accelerate rollout speed by **5x**.
- **Conflict LLC (Miami, USA):** Design Lead across multiple platforms. Directing UI/UX strategy and execution for diverse U.S. clients, ranging from innovative AI products (Calliope AI) to complex enterprise management systems (Eagle Environmental Inc)

Open Loyalty (Full time) Mar 2023 – Aug 2025 *Senior Product Designer*

Led end-to-end UX improvements for a complex enterprise loyalty platform. Implemented Hotjar across multiple client instances, shifting the product strategy from reactive fixes to data-driven design. Redesigned core configuration workflow, significantly reducing cognitive load, costly configuration errors, and support ticket volume.

Oak Theory (Contract - USA) Feb 2023 – May 2023 *Product Designer*

Designed internal and customer-facing digital product for enterprise clients in the Healthcare and Technology sector. Aligned design decisions with strict brand, legal, and organizational requirements for regulated industries.

Spyrosoft (Full time) Aug 2021 – Mar 2023 *Product Designer*

Managed end-to-end design delivery for OTT/Smart TV, IoT, and mobile platforms for international broadcasters. Executed full-cycle design processes: user research, wireframing, and interactive prototyping.

mDevelopers (Full time) Sept 2017 – Oct 2020 *UI Designer*

Led UI design for international commercial digital products across diverse global industries. Translated business requirements into user flows, wireframes, and interactive prototypes.

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TECHNICAL SKILLS

AI & Modern Workflows: AI-Augmented Prototyping, Vibecoding, Claude Code, Gemini, Figma MCP, Prompt Engineering

Design: UI/UX Design, White-labeling & Scalability, Design Systems, Mobile & Web Design, Information Architecture, Usability Testing, E2E Product Delivery.

Tools: Figma, Miro, FigJam, Adobe Creative Suite (PS, AI, AE), HotJar, Jira, Confluence,

EDUCATION

Jan Długosz University, Częstochowa 2013 – 2016 B.Sc. in Computer Science (IT)
Specialization: Design & Multimedia

Zespół Szkół Morskich, Świnoujście (Uniformed Technical School) 2010 - 2013 IT Technician
Specialization: Design & Multimedia

LANGUAGES

English: Professional proficiency | **Polish:** Native

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Personal Data Protection Act as of 10 May 2018 and in accordance with RODO/GDPR regulations.