

Areas of Expertise

- **User Research:** conducting user interviews and surveys, creating user personas and journey maps, analyzing user data and feedback to identify pain points and opportunities.
- **Wireframing and Prototyping:** developing wireframes and low-fidelity mockups, creating interactive prototypes in Figma and Adobe XD, iterating on designs based on user feedback.
- **Visual Design:** mastery of design principles, designing high-fidelity user interfaces, developing branding and visual identity.
- **Interaction Design:** creating intuitive and engaging user interactions, designing animations and micro-interactions.
- **Usability Testing:** planning and conducting usability tests, analyzing test results and synthesizing findings, iterating on designs based on testing feedback.
- **Information Architecture:** structuring and organizing information effectively, creating site maps and navigation systems, designing logical and efficient user flows.
- **Design Thinking and Problem-Solving:** applying design thinking methodology, brainstorming and ideating creative solutions, collaborating with cross-functional teams to solve design challenges.
- **Proficiency in Design Tools:** experience with Figma and Adobe Creative Suite (Adobe XD, InDesign, Illustrator, Photoshop, Dreamweaver)
- **Basic Front-End Development Knowledge:** HTML and CSS, familiarity with responsive design and web development processes, communicating effectively with developers and understanding technical constraints.
- **Accessibility and Inclusivity:** designing with accessibility in mind.
- **Project Management:** managing multiple projects simultaneously, meeting deadlines and managing time effectively, using Jira project management tool.

Personality

- **Problem-solving and Empathetic,** optimistic, stoic, hardworking, 'can-do' attitude
- **Adaptability and Continuous Learning:** staying updated with the latest design trends and tools, demonstrating a willingness to learn new skills and adapt to changing technologies, and continuously improving through feedback and dedication to self-learning.

Interests: art, scuba diving.

Monika Kozak UX/UI Designer

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Portfolio: <https://monikakozak.net>

References: Colin Harper, Head of Engineering at AllView Healthcare, charper@allview.ie | +353 860 813 939

Experience

UX/UI Designer at [AllView Healthcare](#), Dublin, 2022 - Present

At this award-winning MedTech startup, I am responsible for the UX and UI of the company's in-house Electronic Health Records software, including designing new services (Ophthalmology, Vascular, Dermatology, Mohs Surgery) and redesigning existing features.

- Effectively communicating with stakeholders at various levels within the organization: medical team (nurses, consultants, surgeons, medical scientists), operations, developers, executive leadership, and external partners.
- Building a knowledge base from the healthcare industry.
- Experienced in working in a highly regulated sector.
- Applying analytical skills and UX process to identify vulnerabilities in patient data processing.
- Demonstrating innovative thinking to explore new technologies for service improvement.
- Self-starter with a strategic mindset, passionate about improving medical services.
- Bringing a human-centered approach to the transformation of the healthcare industry, advocating for users.

Web Designer at [Big Top Multimedia](#), Dublin, 2015 - 2022

At this web agency, I was responsible for the entire product cycle: designing, developing, and maintaining websites.

- Effectively communicating with stakeholders across various sectors: finance, pharmaceutical, education, and hospitality.
- Adapting and being flexible in a fast-iterating project environment.
- Working in a fast-paced, high-pressure environment.

Event Manager at [Zacheta National Gallery of Art](#), Warsaw, 2001 - 2010

As part of the Education Department, I was responsible for organizing events, delivering art history lectures, updating the gallery's website, and introducing an electronic catalog for the library.

- Developing event ideas based on analysis of current exhibitions.
- Managing a team of volunteers.
- Handling event logistics, negotiate, and collaborate.
- Engaging with visitors by leading events.
- Demonstrating the ability to tell a story, engage people with the idea.

Education

- **UX Design Diploma** at UX Design Institute (graduating in Oct 2024)
- **Web Developer** Certificates: HTML & CSS, PHP, MySQL, 2015
- **Master's Degree** in History of Art at University of Warsaw, 2000 - 2005