KLAUDIA KRAKOWIAK

UI/UX DESIGNER

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🖊️ Portfolio: https://www.klaudiakrakowiak.com/

PROFILE

I am a graduate in Interaction Design with a background in content creation and a strong focus on UI/UX. I enjoy combining creativity with problem-solving to design intuitive, user-centered digital experiences.

Skilled in wireframing, prototyping, and user research, with a passion for making technology feel simple and useful.

EDUCATION

2022 - 2025
Interaction Design, BSc
Linnaeus University l Remote

2017 - 2020
Game Development
LBS Creative High School l Växjö

SKILLS

Design	Tools
Wireframing	Figma
Prototyping	Adobe Creative Suite
Visual Design	Artificial intelligence
Information Architecture	HTML/CSS
User-Centered Design	
Design Research	**Soft Skills**
Design Strategy	Collaboration
User Interface	Communication
Web & Mobile Design	Problem-Solving
Design Methodologies	Attention to Detail

LANGUAGES

English: C2 (Fluent)

Swedish: C2 (Native)

Polish: C2 (Native)

Spanish: A1 (Basic)

Romanian: A1 (Basic)

EXPERIENCE

UI/UX Designer

Neura Studios , January 2025 - June 2025

Collaborated with U.S.-based Roblox studio Neura Studios, known for titles like Prison Royale, on improving Clip-It, a social video creation game with 8M+ monthly users.

- Conducted heuristic evaluations and user testing to identify usability issues in the clip editor.
- Analyzed friction points causing user drop-off during the video creation process.
- Co-developed a redesigned editor interface with improved timeline alignment, keyframing support, and mobile-friendly controls.
- Introduced contextual menus, clearer icons, and improved feedback systems to increase user confidence and reduce abandonment.

UI/UX Designer

Quantum Tech , June 2023 - June 2024

Quantum Tech specializes in developing innovative mobile and web solutions for diverse industries. I played a critical role in creating user-centered designs for this project.

- Led the end-to-end design of a mobile-first platform connecting users with local task helpers.
- Conducted user research through interviews and surveys to uncover core user needs and behaviors.
- Created user flows, wireframes, and high-fidelity prototypes in Figma to deliver a smooth and intuitive experience.
- Ran usability tests to validate design decisions and refined the interface based on feedback. Worked closely with developers to ensure a seamless handoff and consistent implementation across platforms.

Etsy Shop Owner

Digital Artist & Entrepreneur, Oct 2021- Present

Founder and operator of a thriving digital AI art store on Etsy. Successfully built a scalable business.

- Achieved **12,000+ sales** and **2,100+ five-star reviews**, showcasing excellence in design and customer satisfaction.
- Managed all aspects of the business, including marketing, SEO, and customer support, driving organic growth and maintaining a strong brand presence.