

Mikołaj Kondek

Product Designer | UX/UI Designer



Portfolio



LinkedIn profile



+48 514 418 756



Poland, Remote

Product Designer with experience in designing mobile and e-commerce products. Improved checkout conversion by 29%, reduced task completion time by 78%, and built a design system of 60+ components. Experienced in user research, usability testing, and working closely with PMs, engineers, and founders.

EXPERIENCE

Product Designer | Freelance & Entrepreneurship

February 2025 - Present | Remote

- Facilitated discovery workshops with stakeholders to set business goals and establish measurable KPIs.
- Delivered end-to-end product design engagements from discovery and research through testing and engineering handoff in mobile projects.
- Ran usability tests and turned findings into design iterations, reducing task completion time by 78%.
- Built a design system of 60+ components, including edge cases and error states.
- Worked directly with PMs and engineers to align user needs with business goals and technical limits.

Product Designer | Zent Care E-commerce

July 2025 - June 2026 | Remote

- Redesigned the checkout flow, resulting in a 29% increase in conversion rate.
- Analysed user session recordings and heatmaps to identify pain points and optimise key user flows.
- Created and maintained the company design system, improving consistency and delivery speed.
- Partnered closely with Product Management and the CEO to prioritise opportunities and shape strategy.

EXTRACURRICULAR ACTIVITIES

Vice President | UX Berries

October 2025 - Present | Kraków

- Led workshops for young designers covering Figma workflows, Framer animation, and self-presentation.
- Coordinated 6+ student projects, responsibilities, and internal processes.
- Organised and hosted design events within the Kraków design community.

UX/UI Designer | UX Berries

October 2024 - October 2025 | Kraków

- Conducted qualitative and quantitative research to support design decisions.
- Designed low-fidelity and high-fidelity wireframes, user flows, interactive and responsive prototypes.
- Planned and ran usability tests, iterating on designs based on data and insights.

EDUCATION

Electronic Information Processing	Jagiellonian University	MSc 2024 - Expected 2026
Informatics and Econometrics	Warsaw University of Life Sciences	BSc 2021 - 2024

TECHNICAL SKILLS

UX Design	UI Design	Interaction Design
UX Research	Design Systems	Usability Testing
AI prototyping & shipping	User Flows	Mobile App Design

TOOLS

Figma	Cursor	Framer
Claude	Gemini	NotebookLM
Miro	Jira	Confluence

LANGUAGES

Polish (Native)	English (C1)
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