

Karol Wadycki

Product Designer

Kraków

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EXPERIENCE

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Product Design Leader, Project Manager

12.2022 - currently

- Leading a design team responsible for developing key brand products in both industrial and software domains.
- Deploying new product to the market.
- Merging business and users goals.
- Intruducing and mentoring new team members.
- Expanding the knowledge and skills of the team (organazing courses, creating internal design newsletter)

Product Designer

12.2019 - 12.2022

- Designed an application for controlling a 3D printer (UX/UI).
- Designed two SLS 3D printers (Industrial Design).
- Coworked with business partners.
- Managed full design process, including gathering and incorporating business and user requirements, ideation, research, workshops, design, hand-off, testing and evaluation.

HOCKI / Founder, Product Designer.

10.2018 - 12.2019

- Owned a wooden toys manufacturing company that was a continuation of a student project.
- Designed the toys, invented and established the production process, handled distribution, and managed marketing efforts.

Plantwear / Product Designer Intern

6.2019 - 10.2019

Designed and prototyped wooden accessories.

BodyBoom / Grahic Designer

5.2017 - 10.2017

Designed product packaging and marketing materials.

EDUCATION

2016 - 2019

Academy of Fine Arts

- Industrial design

2012 - 2015

Jagiellonian University

- Culture and media management

Courses

- UX Design Master Class by Filament Studio.

- Web Developer - Basic on Udemy.com

- Digital Designer - designpractice.pl

- Fundamentals of Object-Oriented UX - ooux.com

- Project Management Fundamentals - <https://efektpmo.pl/>

SKILLS

Personal

Communicative, problem solving, self-organizing, team leading, proactivity, process initiative, mentoring.

Design

Figma, Adobe Illustrator, Strategy&vision presentation, Concept sketch, OOUX, Information Architecture, User Flow, Style Guide / Design System.

Prototyping & testing

Rapid prototyping, Figma prototype, Interactive prototype with html/css/Elementor, guerrilla tests, A/B tests, Usability tests, Usability reports.

Management

Jira, Gantt chart, WBS, Project Charter, task management.