

|Skills

Tools

Figma
Adobe Photoshop
Adobe Illustrator
Spline
Adobe After effects + Lottie
Miro / Figjam
Framer
Hotjar
Maze
PostHog
Notion
Jira
Claude
Claude Code
OpenCode
Three.js
Confluence

Skills

AI-Assisted Prototyping
(Vibe Coding)
Creative Coding
(Three.js / Canvas)
Agile / Scrum
Brainstorming
Design Workshops
User Research
UX Audit
Usability Testing
A/B Tests
User Journeys / Flows
Personas
User Stories
Information Architecture
Wireframing
Prototyping
Design System
Design Handoff
UI Design
Responsive Design
Typography
Atomic-Based Design
Illustrations
Accessibility (WCAG)

Skill

Polish (Native)
English (C1)

Portfolio

Site

<http://patrykwenda.com/>

Patryk Wenda

UX/UI Designer

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|About me

I'm a UI/UX designer with **over 8 years of experience**, currently shifting toward **product design**. For me the move makes sense — product design is the bigger picture. It's not just about user behavior or interface, it's about how the brand, the business, and the experience all connect. Across my career I've worked on products spanning **SaaS, blockchain, AR, e-commerce**, and **community apps** — and I've always been drawn to the whole view, from research and design systems to motion and brand. I follow interesting products more than specific industries, and I'm looking for a place where I can keep growing as a product designer.

|Experience

First2 November 2025 - August 2026

Product designer - is a community app for car and bike enthusiasts — events, crews, photo sharing, and collectibles. I joined through a friend and in four months the app hit over 200k users after going viral on TikTok in Brazil. We have 370k in total.

Achievements

- Part of the core team when the app went viral on TikTok in Brazil, growing to over 200k users in four months
- Played an active role in product and design decisions during a period of rapid user acquisition
- Collaborated directly with the founders on product direction during the growth phase
- Designed and animated in-app cosmetics and collectibles that generated the app's first meaningful revenue
- Built the design system from scratch as the sole designer on the product
- Building and maintaining documentation for the app and admin panel
- Defining data and content requirements for management views, then using vibe coding to rapidly generate mid/lo-fi prototypes for review
- Designed community and collectibles features that received the strongest reactions from the user base
- Sole designer responsible for the end-to-end visual experience of a product with a growing international user base
- Helped establish the visual language of a product from early stage through rapid growth

Duties

- Building and maintaining the design system based on atomic design and design tokens
- Contributing to UI/UX across key app features including events, crews, and photo sharing
- Conducting user research and gathering insights from an active Discord community of over 3,000 users
- Mapping user flows and key user journeys
- Designing and animating webp cosmetics and in-app collectibles for the app shop
- Maintaining visual consistency across the app and brand
- Iterating on designs based on user feedback and analytics
- Designing across multiple breakpoints for different devices
- Participating in feature scoping and prioritization
- Creating assets and materials for social media to support community growth
- Prototyping and testing new features before handoff
- Contributing to product strategy as the only designer on the team
- Responsible for gathering, organizing, and maintaining product documentation

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Freelancer / Likims July 2024 - Currently

Attomy - As a freelance designer at Attomy, I handled design across multiple touchpoints — website, branding, and social media materials. A big part of the work was creating mockups for clients and company, making sure the final designs were practical and easy to hand off to developers.

- Led a full rebrand: competitor research, mockups, and shaped the visual direction the company still uses today
- Designed responsive websites in Figma
- Built high-fidelity prototypes tested across devices
- Structured designs into modular blocks for Shopify implementation
- Worked with developers to make sure designs landed correctly

Likims AI Augmented Assistant for AR Glasses - I was the designer on a PoC project building an augmented assistant for AR glasses for a major telecom company — mapping out user flows, running research, and producing mockups tailored to the constraints of an immersive AR environment.

- Designed wireframes, user flows, and prototypes for the AR glasses interface
- Worked with the team to scope the MVP, pinpointing the core features from a design angle: voice recognition, contextual info display, and a clean AR interface
- Researched how users actually behave and think in AR contexts to ground the design decisions
- Iterated on interactions with the broader team to tighten usability across the device

WLC - I designed websites for WLC clients, working mainly in WordPress. Alongside another designer, I ran workshops with clients and prepared mockups as part of the sales process — helping push clients toward a decision before moving into full production.

- Ran workshops with clients to gather requirements and understand their needs
- Researched and selected the design system adopted by the company
- Designed responsive websites in Figma
- Built high-fidelity prototypes tested across devices
- Structured designs into modular blocks for WordPress implementation
- Worked with developers to make sure designs landed correctly
- Kept a consistent visual language across all pages aligned with brand and client goals
- Navigated unclear requirements and shifting priorities to deliver consistent results

Career Break October 2023 - July 2024

I took a break after five years of continuous work to slow down and focus on learning. I spent the time deepening my skills in UI/UX and 3D modeling, and started shifting my focus toward product thinking and design.

4Soft July 2018 - October 2023

UI/UX Designer - I Designed digital products and interfaces focused on usability and user needs. Used research and testing to build experiences that were straightforward and met requirements for more than 5 years.

Projects

- **Artclear** - SaaS platform for artwork management and licensing. The platform allowed users to manage their artwork catalog, track ownership, handle licensing agreements, and connect participants for future sales. It ensured security and prevented fraud through a scanner based on fingerprinting technology developed with HP Inc., with the ability to generate certificates of authenticity built on NFT technology. I was the sole designer on the project for over a year, working directly with the client, PM, QA, and dev team throughout the entire process. (Figma, Figjam, Illustrator, Jira, Confluence)

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- **Ivykoin** - ICO platform for IVY cryptocurrency. The platform was built to provide more KYT & KYC information during transfers than traditional payment methods at the time, with a built-in Anti-Money Laundering system to ensure compliance. I was responsible for designing a new version of the platform based on lo-fi mockups and iterating on improvements directly with the client. (Sketch, Zeplin)
- **SVC** -A proof of concept for a Swiss client building technology to assist with animal welfare laws and meat selling regulations. The platform was blockchain-based, allowing every piece of meat to be marked and tracked from farm to processing plant, giving full traceability across the supply chain. I gathered requirements, prepared mockups, and created sales materials including a whitepaper and presentation. (Adobe XD, Zeplin)
- **BCT** - A Chrome plugin extension and cold wallet for transferring and exchanging funds. I worked on mockups and iterated on improvements based on ongoing client feedback.
- **Sococo** - An online workspace platform that lets organizations collaborate through a visual representation of an office environment. I created illustrated maps to strict technical specifications, optimized for browser performance, built the avatar and door placement grid, and handled final testing to make sure everything worked correctly. (Adobe Illustrator)
- **4soft rebranding** - Took part in rebranding the company from Look4App to 4Soft alongside other designers. My role covered a portion of the landing page views and marketing materials. (Sketch, Zeplin, Illustrator)

Duties

- Conducted user research to identify needs, behaviors, and preferences of target audiences, including user flows, user stories, mindmaps, sitemaps, and mood boards
- Designed wireframes and interactive prototypes to communicate layout, functionality, and component behavior to clients and development teams
- Built UI and design systems based on design tokens and variables, using atomic design methodology and auto layout — covering buttons, icons, color schemes, and typography
- Gathered and incorporated client feedback through user testing, A/B testing, usability testing, accessibility testing, and performance benchmarking
- Prepared designs across multiple breakpoints to ensure accessibility and consistency across devices and screen sizes
- Worked closely with developers, product managers, and QA throughout the full design lifecycle
- Gained hands-on experience across blockchain and crypto products including an ICO platform, cold wallet extension, blockchain explorer, and NFT licensing platform
- Participated in company rebranding twice during my time at the company
- Prepared a range of internal and marketing materials across projects including whitepapers, one-pagers, presentations, mailings, an ebook, social media graphics, and Canva templates

BiggerB November 2017 - June 2018

Graphic designer - Created key visual assets and campaign graphics for major brands. Developed cohesive branding materials for social media, ensuring consistent visual identity across all platforms that drove engagement and brand awareness.

Achievements

- Collaborated with brands including Paulaner, Żak, Łucznik, Hasko Lek, and others on key visual assets and campaign graphics
- Maintained and evolved visual identity for client brands across social media platforms
- Created sales presentations that helped acquire new clients for the company
- Produced shareable content that grew client communities and increased follower engagement
- Delivered high-quality work consistently under tight deadlines in a fast-paced environment
- Stayed current with design trends, social media trends, and platform updates to keep graphics relevant and impactful

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Duties

- Designed graphics and videos for social media posts, stories, and ads
- Developed visual identity and branding style for client brands
- Created infographics and whitepapers
- Designed cover photos and banners for social media profiles
- Produced short videos, animations, and GIFs for posts and ads
- Edited videos for commercials
- Collaborated with marketing and content teams on overall strategy alignment
- Incorporated client feedback into design iterations

SoftWizard November 2016 - November 2017

Graphic designer/UI designer - Designed interfaces and visual assets for Vendoria, an e-commerce aggregator platform. Focused on creating user-friendly experiences across multiple store integrations.

Achievements

- Worked on a greenfield project from the ground up
- Owned all branding and visual design for the platform
- Created visual rebrand and landing pages for the startup
- Gathered user feedback directly and influenced product development and feature improvements
- Presented the product at Mobile-IT Expo 2017 in Kraków, explaining functionality to visitors

Duties

- Designed UI and design system including buttons, icons, color schemes, and typography
- Created responsive designs across different breakpoints to ensure accessibility and consistency across devices
- Gathered client feedback through helpdesk feature to improve user experience

Malvion October 2016 - February 2017

Graphic designer - Designed website layouts and landing pages for clients including Tarczyński and the Ustronianka Foundation, making sure every design stayed true to their brand identity.

Factorycode November 2013 - August 2014

A venture I started with a friend — I handled design while he took care of the code. We built small landing pages and offered them with hosting, working directly with clients from brief to delivery.

Education

Wroclaw University of Technology Electrical and Electronics Engineering
2012 - 2013 - Unfinished

Opole University of Technology Environmental Engineering
2011 - 2012 - Unfinished

Technical School No. 4 in Racibórz Information Technology Technician
2007 - 2011