



Miłosz Ukleja

UX / Product designer

UniCredit – Senior UX Designer

January 2025 – Present

Key Achievements and Responsibilities:

- Responsible for designing user experiences for key digital banking processes across mobile and web platforms.
- Co-creating and developing a Design System supporting multiple product teams while ensuring consistency and scalability across the organization.
- Designing complex user flows and experience architectures with consideration for business, technological, and regulatory requirements.
- Participating in the transformation and standardization of design solutions while contributing to the overall design maturity of the organization.
- Coordinating collaboration between business, development, and design teams to deliver cohesive and scalable product solutions.
- Improving design workflows in Figma, including systems based on variables and solutions supporting layout automation.
- Actively contributing to the definition of patterns, components, and system responsibility principles within the bank's design ecosystem.

VeloBank – UX Designer

August 2024 – December 2025

Key Achievements and Responsibilities:

- Co-led the UX transformation of legacy banking tools as part of the Ferryt 2.0 system migration, balancing business requirements with user-centered design.
- Delivered over 2100+ detailed wireframes and mockups within a cross-functional team, becoming the primary UX contributor in one of the bank's largest transformation projects.
- Championed the creation and implementation of a scalable Design System, helping to standardize visual language and improve cross-team collaboration.
- Spearheaded interface testing, coordination with stakeholders, and quality control of delivered components – ensuring design consistency across all platforms.
- Collaborated with business analysts, developers, and product owners to improve digital workflows, aligning user needs with strategic goals.
- Introduced automation techniques in Figma (using variables and variants) to accelerate mobile layout production by 60%.
- Led workshops, presented UX strategy to senior leadership, and mentored other designers on best practices in enterprise UX.
- Advocated for design integrity by negotiating implementation fidelity between design and development teams.

Iron Fish Design – UX UI Designer / Product Designer

May 2021 – Present

Key Achievements and Responsibilities:

- Designing advanced interfaces, dashboards and mobile apps.
- Collaborated closely with cross-functional teams, clients, and stakeholders to develop, refine, and test design features aligned with user needs and business objectives.
- Collaborated with prestigious clients, including luxury brands like Lamborghini and Bentley, and the real estate giant Ghelamco Poland, where I led the redesign of the Foksal 13|15 website to attract a larger customer base.
- Designed engaging mobile advertising campaigns using HTML5, while also overseeing successful e-commerce projects with a strong emphasis on user-centric design.
- Designed complex web & mobile interfaces and panels.

Dynamic Creatives Group – Art Director / Product Designer / UX UI Designer

October 2017 – April 2023

Key Achievements and Responsibilities:

- Collaborating with international and domestic clients and teams such as Porsche, McLaren, Aston Martin, SJB, CBRD, MeaClinic, Maserati, and BNP Paribas.
- Developed end-to-end product and website design skills for both domestic and international clients.
- Worked closely with strategy, technical, and design teams to ensure high-quality, consistent, and feasible user experiences.
- Optimizing existing design solutions and designing comprehensive systems.

Certes – Creative Manager

February 2015 – September 2017

Key Achievements and Responsibilities:

- Designed over 25 websites for nationwide projects at Certes.
- Led the design and development of Certes' CRM system.
- Collaborated on designing tools for 360-degree feedback for coaching and training.
- Developed and redesigned existing business tools for enhanced efficiency and user experience.

WSGE/WSNS – Head of Marketing Department, Graphic Designer, Lecturer

September 2011 – November 2014

I was responsible for web design, the creation of an e-learning platform, marketing department management, and lecturing on intellectual property and civil law.

Freelance – Graphic Designer, UX Designer

October 2008 – October 2015

During my freelance career, I specialized in creating and designing websites and marketing materials. Notable work includes projects for Bell Polska and other clients.

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Skills:

Prototyping

Cross functional collaboration UX

Interaction and UI design

Wireframing

Affinity mapping

Journey mapping

User interviews and research

Usability testing

Tools:

Figma

HTML/CSS

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe PremierePro

Google Web Designer

MS Office / GSuite

Redmine

Zeplin

WordPress

Google Analytics

Education:

University of Warmia and Mazury
in Olsztyn Field of study: law

Specialization: Protection of
intellectual property

Level of education: Master's
degree (2011)

Languages:

English (B2), Polish (native)

UX/UI portfolio:

<https://uxfish.pl>

I hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying. I also consent to processing of my personal data for the purposes of any future recruitment processes. I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).