

Cezary Wroblewski, UX/UI Designer

Ambitious, delivery-focused and obsessed with crafting the details with interest in emerging technologies. Able to take ideas from concept to wireframe to prototype to production.

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WORK EXPERIENCE

Jakob Winter, Senior Designer / Generalist

08/ 2018 - 12/ 2021 | Rüsselsheim

Collaborated with multiple roles to drive alignments for the visual development of moldings for the furniture industry and a manufacturer of cases and bags for musical instruments. I was responsible for product prototyping, photography, presentations, animations, ads/banners and print materials for the marketing and sales teams which led to an increase in lead generation in our marketplace and eventually an increase in conversion rates.

NMY Mixed Reality Communication, UI Designer

06/ 2016 - 10/ 2017 | Frankfurt am Main

Brainstormed and crafted multi-platform User Interfaces for various projects focussed on immersive VR/AR interactions. I designed user experience and user interfaces in collaborations with an art director and engineers to code the front-end. I was responsible for User Research, Storyboards, Information Architecture, Visual Design, Prototyping and part of the User Testing Team across mobile products. I also created the styleguides, sketches, wireframes and mockups.

Argon Dental, Visual Designer / 3D Designer

05/ 2014 - 06/ 2016 | Bingen am Rhein

My main area was creation of digital assets for web and print in the dental Implant industry. I worked closely with the CEO, CFO and CTO between the German and American branch to run the company's visual presence. I've created a variety of 3D animations, prototypes, layouts, catalogs, illustrations and presentation materials for pitch work and international exhibitions.

Milk Agentur Für Moderne Kommunikation, Screen Designer

08/ 2013 - 05/ 2014 | Frankfurt am Main

I planned and implemented visual strategies for the food industry. I worked closely with videographer and was responsible for video editing, motion graphics, animations and print design. I used both quantitative and qualitative data to solve the problems.

I speak: German, English, Polish

EDUCATION

University of Lincoln, School Of Art And Design

09/ 2009 - 06/ 2012 | Lincoln, UK

Dissertation "Manipulation and Lies in Visual Media Communication" and won 1st place CG animation 2012 award at University of Lincoln for "Hula Hula". Obtained Bachelor degree of Arts in Animation mit Upper Second Class Honours

University of Gdansk, History of Art

10/ 2000 - 10/ 2004 | Danzig, Polen

Final Thesis "Iconographic development of Italian gardens in the XIV to XVII centuries" Obtained Bachelor's degree

Plsp School of Art in Gdynia

09/ 1995 - 10/ 2000 | Gdynia, Polen

A-levels - Main Subject Communication Design

SKILLS

Low to High Fidelity Design & Prototyping
Storyboarding & Wireframing
User Research & Usability Testing
Print Design & Illustration
Motion Graphics & Animation
3D Modelling & Rendering
Product Photography & Video Editing

TOOLS

Figma
Photoshop, Illustrator, In Design, After Effects
Pencil & Paper
HTML & CSS
Canon 80D & Ronin Dji Pro
Luxology Modo
Keyshot