

VALERYIA

UX/UI Designer

Wrocław, Poland • velaryus@gmail.com • www.velary.us

PROFILE

UX/UI Designer with a background in visual design and client-facing creative work, focused on turning complex requirements into clear, usable digital experiences. Currently working on a real client product redesign from discovery and UX analysis through user flows and wireframes. Strong in Figma, UX audits, competitor research, responsive UI and AI-assisted design workflows.

CORE SKILLS

UX & Product: UX audits, discovery, competitor research, target-user definition, business goals, user flows, information architecture, wireframing, usability testing planning, responsive design

UI & Systems: Figma, Auto Layout, components, variants, variables, styles, prototyping, design systems, visual hierarchy, Adobe Photoshop, Illustrator, InDesign, Procreate

AI & Tools: ChatGPT, Claude, Codex, Midjourney, Miro, Google Analytics.

Collaboration: Stakeholder discovery, requirements analysis, presenting design rationale, client communication, independent project ownership

SELECTED UX/UI PROJECTS

Portfolio Website — Personal Project | *Designed and built independently*

Dog Portal — UX/UI Redesign | *Real client project · In progress · 2026*

- Leading the early UX redesign of an existing platform used by dog competition organizers and participants.
- Conducted a structured stakeholder discovery interview to define target users, business goals, operational constraints and priority usability issues.
- Identified key UX problems including information overload, inconsistent interface patterns and a complex cart/payment flow.
- Conducting competitor research and redesigning core user flows before moving into wireframes, UI refinement and a unified design system.
- Planning usability testing and iterative improvements while preserving the client's existing brand identity and familiar interaction patterns.

AUREA — Healthcare Website Redesign | *Independent concept project*

- Redesigned a complex healthcare website to improve clarity, trust and the path from service discovery to appointment booking.
- Performed a UX audit and competitor analysis, then restructured content hierarchy, user flow and responsive layouts.
- Created wireframes and high-fidelity UI with stronger booking visibility, clearer service information and improved mobile usability.

SoftPay — Mobile Banking Product Concept | *Independent concept project*

- Designed core mobile banking flows including onboarding, adding funds, investing, transactions and error/validation states.
- Built a consistent UI system in Figma using reusable components, variants and responsive patterns.
- Focused on reducing friction in financial tasks through clear hierarchy, progressive disclosure and predictable feedback states.

ParkNow — Mobile Parking Product Concept | *Independent concept project*

- Designed a parking experience that helps drivers discover, compare, book and manage parking sessions.
- Mapped the end-to-end user flow and translated research findings into wireframes and high-fidelity mobile screens.
- Used progressive disclosure to balance map proximity, availability, price and detailed parking information.

ADDITIONAL PROFESSIONAL EXPERIENCE

Independent Creative Professional / Tattoo Artist | *Wrocław, Poland · International client work*

- Manage end-to-end client projects from discovery and requirements gathering to concept development, execution and delivery.
- Translate complex and highly personal client requirements into clear visual solutions while balancing constraints, feasibility and aesthetics.
- Work independently with clients across Poland and Germany, managing communication, scheduling, expectations and iterative feedback.

Graphic Design & Prepress Experience | *Earlier professional experience*

- Worked with print, labels and packaging, preparing production-ready graphics and managing color and prepress requirements.
- Developed strong visual composition, typography and production-detail skills that now support interface and design-system work.

EDUCATION

UX/UI Design Course | Completed June 2026

Yanka Kupala State University of Grodno | 5-year degree · Fine Arts / Computer Graphics

LANGUAGES

Polish — B1+ • English — B1 • Belarusian — Native