RESUME

Malgorzata Swienty
UI/UX Designer | Media Designer | 3D Technical Artist

PROFILE

Malgorzata Swienty
UI/UX Designer | Media Designer | 3D Technical Artist

✉ gfx.element.swienty@gmail.com

🔗 www.gfx.element.com

📞 Ask please

📍 Bergheim

in LinkedIn Profil

🚗 Führerschein Klasse B

👤 Nationality: German/Polish

Dynamic and innovative graphic designer with over 10 years of experience in 2D/3D graphic design, UX/UI design, motion design and photography. Profound expertise in the development of corporate designs, the design of communication media and the creation of printable production data. Creative, detail-orientated and strong in technical implementation – always with a high affinity for technically sophisticated products.

UI/UX Design

» **Creation of modern user interfaces**: development of appealing designs that are both aesthetically pleasing and intuitive user guidance, taking into account current accessibility and UX standards.

» **Experience**: More than 8 years of experience in designing intuitive user interfaces and flows for apps, web shops, automotive HMI systems and e-learning platforms.

» **Creation of visual concepts**: Expertise in the development of wireframes, mockups and click dummies with tools such as Figma, Protopie and Adobe XD to efficiently visualise user-oriented solutions.

» **Image editing and visual fine-tuning**: Very good knowledge of Photoshop, Illustrator and InDesign for the creation of high-quality visual elements and marketing materials.

» **Technical know-how**: Basic knowledge of web technologies such as HTML5 and CSS, as well as OpenGl and WebGL.

» **Strong communication skills**: Experience in working with interdisciplinary teams, paired with a with a resilient and team-orientated working style.

» **Analytical and conceptual thinking**: Ability to analyse complex requirements and develop and develop innovative, realisable design solutions.

» **Prototyping and testing**: Creation of interactive prototypes with tools such as Figma, Protopie and Unreal Engine and support in conducting usability and A/B tests to continuously improve designs

» **Agile Collaboration**: Communicate effectively with cross-functional teams, including developers and stakeholders, to implement design solutions.

» **Leadership role as a senior designer**: Proven skills in leading design initiatives, mentoring junior designers and taking complex projects from conception to implementation. to implementation.

» **AI-Integration**: Working experience with AI tools to increase efficiency and solve user-centred challenges.

PROFILE

Graphic Design

» **Technical expertise:** In-depth knowledge of Adobe Creative Cloud.
(particularly Illustrator, Photoshop, InDesign) and Microsoft Office, as well as experience in quality control and assurance.

» **Education and experience:** Completed training as a media designer and has several years of experience in the development of digital and print media.

» **Printdesign:** Skilled in the conception and design of magazines, brochures, posters with a particular focus on typography, aesthetics and a consistent visual language. Routine in the creation and checking of print-ready production data.

» **Webdesign:** designing user-friendly, responsive websites with a clear eye for functionality and design. Basic knowledge of HTML and CSS promotes smooth collaboration with developers.

» **Illustrations:** Developing creative and target group-specific designs to visually enhance learning materials, workshops and marketing campaigns.

» **Infographics:** Precise and appealing visualisations of complex data, ideal for e-learning materials, presentations and technical documentation

» **Motion Design:** creating dynamic animations and visual effects to tell stories and bring brands or products to life on digital platforms.

» **Photography:**Professional experience in photography, including image editing, retouching and optimising images for print and digital formats.
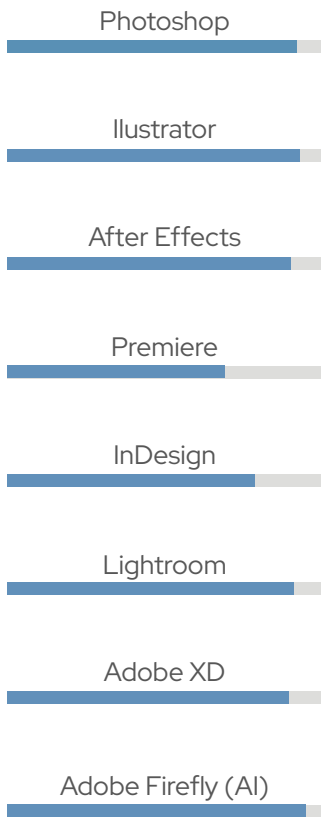
3D Artist

» Experienced in Blender, Maya, 3ds Max and Cinema 4D with in-depth knowledge of polymodelling, sculpting and procedural modelling.

» Specialist in texturing, UV mapping and material processing with tools such as Substance and Marmoset.

» Expertise in rigging, animation, lighting and rendering, for real-time engines such as Unreal Engine, Unity and Omniverse.

» Expertise in optimising CAD models for real-time applications with high visual requirements.

» Skilled in motion design using Adobe After Effects for creating stunning animated visual effects and motion graphics; character animation and compositing for sophisticated motion design project with Keyframe animation experience,

» Passion for 3D printing, with an eye for detail and an understanding of the technical realisation of designs.
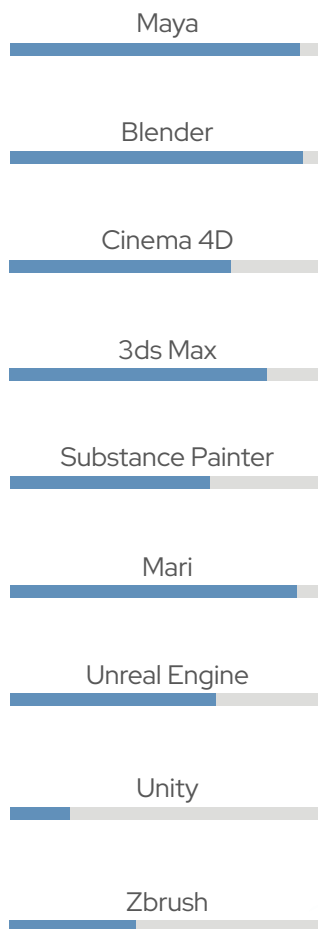
Soft Skills

» **Strong communication skills:** The ability to convey complex information both verbally and in writing with clarity and precision.

» **Teamwork:** Demonstrates effective collaboration in interdisciplinary teams to achieve goals.

» **Analytical thinking:** Able to analyse and visualise complex spatial data in a meaningful way.

» **Creativity:** Designing appealing and functional graphic products and visualisations.

» **Detail-orientation:** Careful refinement of every design element to ensure the highest precision and quality. This also includes quality assurance, such as reviewing print-ready production files and maintaining consistent visual standards..

» **Initiative and self-organisation:** Demonstrates an independent and structured way of working in dynamic environments.

» **Willingness to learn:** Interest and willingness to undergo continuous further training in order to stay up to date with the latest technology and planning.

» **Flexibility:** Ability to adapt quickly to changes and new requirements.

» **Goal-orientation:** Focus on achieving project goals with high quality.

» **Problem-solving ability:** Creative and effective solutions in the realisation of complex projects.
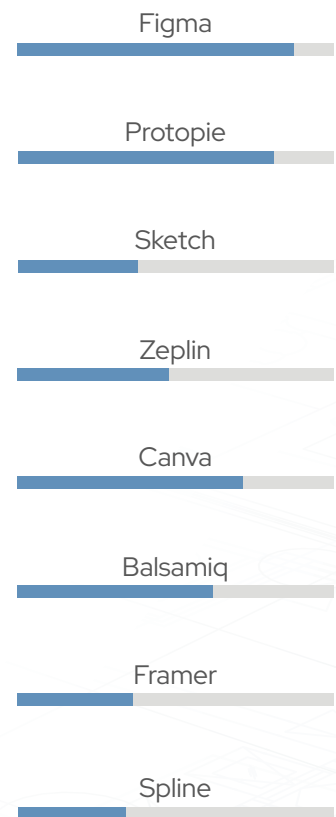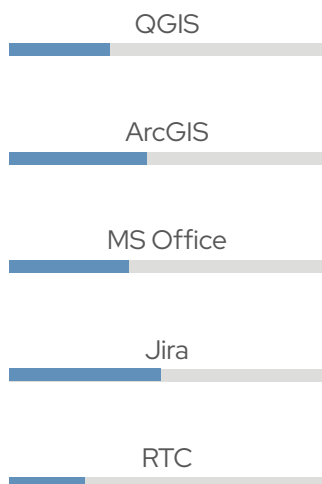
PROFILE

Adobe Creative Cloud

Photoshop

Ilustrator

After Effects

Premiere

InDesign

Lightroom

Adobe XD

Adobe Firefly (AI)

3D Design Software

Maya

Blender

Cinema 4D

3ds Max

Substance Painter

Mari

Unreal Engine

Unity

Zbrush

Prototyping

Figma

Protopie

Sketch

Zeplin

Canva

Balsamiq

Framer

Spline

Other Software

QGIS

ArcGIS

MS Office

Jira

RTC

Scripts

Html/CSS

Java Script

Open GL

Languages

Deutsch

Englisch

Polnisch
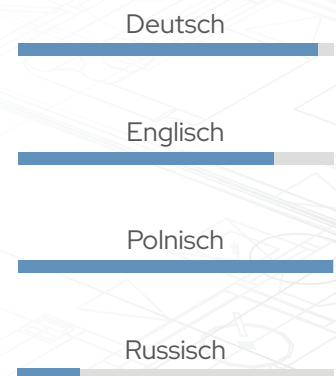
Russisch
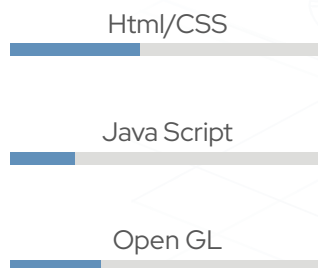
RESUME

icon incar GmbH   Apr.2023 - dato

Ingolstadt/Remote

Senior 3D Technical Artist / Senior UI Designer

» Development of innovative and functional user interfaces for the automotive and mobility sector.
» Implementation and optimization of user needs and business goals in UX design.
» Improvement of design processes and workflows for greater efficiency and creativity.
» Optimization and documentation of design workflows.
» Mentoring junior designers in best practices for UI/UX.
» Creation of interactive prototypes using Unreal Engine to enhance customer engagement.
» Design and animation in 3D and 2D software to improve user interaction.
» Visualization of products using CAD data for user-friendly designs.
» Analysis of client documents to develop user-centered solutions.
» Optimization of graphic assets for interactive platforms like Unity and Unreal.
» Conducting hardware and software tests with international teams.
» Creation of documentation and style guides to ensure consistency.
» Design of real-time demos to showcase hardware capabilities and UX.
» Collaboration with international teams to meet global standards.

Clients:
Daimler-Maybach, Daimler-AMG, Ford, BMW, Mahindra, Bosch, Continental, Honda...

Rightware o.y   Feb. 2023 –Apr.2023

Helsinki/Remote

3D Artist | Senior UI Designer

» Collaboration with an interdisciplinary team on UX designs.
» Preparation of data and creation of assets, animations, and specifications.
» Optimization of graphic assets and animations (for Kanzi).

Clients:
BYD, Kanzi.

icon incar GmbH   Dec. 2021- Jan.2023

Ingolstadt/Remote

Senior UI Designer

» Development of innovative and functional user interfaces for the automotive and mobility sector
» Harmonization and implementation of user needs and business goals in UX design.
» Improvement and documentation of design processes for efficiency and consistency.
» Leading and mentoring junior designers in UI/UX best practices.
» Designing and animating in 3D and 2D software to enhance the user experience.
» Visualization of products using CAD data for user-friendly designs.
» Analysis of client documents to develop user-centered solutions.
» Preparation and optimization of 2D/3D assets for Unity and Unreal.
» Conducting hardware and software tests with international teams.
» Creation of documentation and style guides to ensure design consistency.
» Promoting a consistent brand experience that strengthens customer recognition and trust.

Clients:
Daimler-Maybach, Daimler-AMG, Ford, Volkswagen

RESUME

Eplan GmbH   Jan. 2021 – Nov.2021

Langenfeld
UX Designer
» Development of UX strategies and designs in an interdisciplinary, international team.
» Identification of user requirements and translation into actionable specifications.
» Iterative testing and feedback to improve the user experience.
» Redesign of complex processes into intuitive and self-explanatory UX concepts.
» Conceptualization of interaction design and information architecture.
» Creation of mockups, wireframes, and user journeys to visualize user inputs.
» Maintenance of documentation, style guides, and specifications for consistency.
» Conducting software reviews and quality assurance throughout the project cycle.
» Leading user testing and evaluating results for improvements.
» Experience in agile project management using Scrum methods.
» Consulting and validating results in international teams.
» Promoting collaboration with global design and software teams.
» Providing technical support in establishing UI/UX teams.

Clients:
ePlan Cloud Solutions

Visteon Electronics GmbH   Jun. 2015 –Dec.2020

Kerpen
Senior UI Designer/ 3d Artist/ Motion Designer
» Implementation of UI designs for client projects tailored to requirements.
» Creation of 3D/2D animations to enhance UI/UX.
» Visualization of products based on CAD data to improve usability.
» Analysis of client data for user-centered solutions.
» Preparation of 2D/3D assets, animations, and specifications for seamless integration.
» Optimization of graphic assets and animations for platforms like Kanzi, Android, QT.
» Design of real-time demos to showcase hardware functionalities.
» Conducting hardware and software tests with international teams.
» Creation of documentation, style guides, and specifications.
» Quality assurance and final testing to ensure compliance with graphical standards.
» Development of assets for various hardware types (digital displays, head-up displays, 3D displays
» Independent coordination of projects with global teams.
» Ideation and consulting in interdisciplinary teams.
» Creation of mockups, wireframes, and user journeys to visualize user experience.
» Maintaining consistent corporate design across print, online, and social media;
  creating CI-compliant materials; and ensuring brand identity across all channels.

Clients:
Mercedes, Mazda, Honda, Maserati, Volkswagen-Brasil, Ford-Europe, Jaguar-Landrover, Mahindra,PSA, Porsche, BMW

RESUME

sector5 Medical Education GmbH
Sep. 2014 - Mai. 2015

Cologne

Media Designer | UI Designer

» Creation of 3D animations using Flash, After Effects, and Maya.
» Development and implementation of medical e-learning courses for pharmacists (online) and doctors (interactive live seminars) with a focus on medical visualization and live interaction.
» Creation of e-learning modules for educational platforms for pharmacists.
» Preparation of print materials as handouts for e-learning courses and interactive workshops.
» Development of cross-media graphic designs for medical processes.
» Production of e-learning content, including assets and animations.
» Creation of CI-compliant communication materials such as brochures, packaging, banners, and social media content.

Clients:
Johnson&Johnson, Mitsubishi, Vichy, Sandoz, Bayer, Teva, Portal Apothekia, uvm.

Artemis e.K / Scope VFX GmbH
Sep. 2013 - Jul.2014

Cologne

Technical Visualization | Junior 3D Artist

» Modeling, UV mapping, texturing, lighting, rigging, and animation of characters, vehicles, and VFX.
» Creation of matte painting and video compositing, including rotoscoping techniques.
» Responsible for preparing assets and videos for television and film productions.
» Creation of animations and special effects for film projects to enhance visual storytelling through innovative techniques.

Clients:
RTL, Sat1, Film und Medien Stiftung NRW

Electronic Arts Phenomic Studio
Oct. 2012 - Aug.2013

Ingelheim

3D Artist

» Concept and development of the browser game Command & Conquerand World of Ultima .
» Direct collaboration with game designers and developers during pre-production and development phases.
» Creation of high- and low-poly models for characters, vehicles, architecture, and environments.
» Conducting quality assurance for created 3D assets to ensure high standards.
» Execution of UV mapping, texturing, animation, rigging, and lighting for game assets.
» Management of merchandise and support in developing style guides and an art bible..

Kunden:
Electronic Arts: Command & Conquer Tiberium Alliances, Lord of Ultima

Ennovative GmbH
Jun. 2012 - Sep.2012

Cologne

Media / Web Designer

» Application and further development of corporate designs for e-commerce platforms.
» Design, development, and implementation of cross-media communication tools.
» Creation of digital and print media tailored for various online shops.
» Maintenance of online solutions using content management systems (CMS).
» Ensuring visual consistency by adhering to design guidelines (colors, typography, logos) across all platforms.

Clients:
Medium-sized companies interested in setting up Internet stores and an Internet presence

RESUME

Siteranger GmbH   Sep. 2010 – Jun. 2012

Hürth

Media designer

» Design of digital and print media for multiple online shops.

» Development and implementation of websites and e-commerce platforms.

» Maintenance of online solutions using content management systems (CMS).

» Management of multimedia data to enhance user interaction.

» Creation of digital and print media tailored for various online shops.

» Execution of SEO (search engine optimization) to increase visibility on e-commerce platform

» Adapting designs to platform-specific requirements without compromising brand identity.

Clients:

Mittelständische Unternehmen mit Interesse am Aufbau von Internet-Shops und Internet-Präsenz

KiK Non Food GmbH   Jun. 2005 – Sep. 2010

Köln

Retail shop assistant

» Promoting sales campaigns and special offers to enhance customer loyalty.

» Maintaining product knowledge of textiles and fashion trends.

» Managing inventory and conducting stocktakes.

» Designing attractive displays and maintaining the store layout.

» Handling cashier duties.

» Assisting with the onboarding of new employees.

» **Relocation to Germany**   2004

EDUCATION

Media designer digital and print   Sep. 2010 – Jun. 2012

Cologne

Berufskolleg Kartäuserwall (IHK)

» Digital and print media designer (shortened training period to 2 years).

» Specialization: Design and technology.

» Digital Media.

Siteranger GmbH   Jun. 2010 - Sep. 2010

Cologne

Web Designer / Internship

» Design and implementation of websites and online stores with user-friendly navigation and re-sponsive layouts.

» Learning HTML and CSS to improve web development skills and website functionality. website functionality.

» Collaborate with cross-functional teams to customize design elements to meet business goals and user needs.

Back Fotografie   Oct. 2011 – Feb. 2012

Cologne

Photographer/ Internship

» Specializing in portrait, product and event photography, Image editing and retouching also included.

» Optimization of lighting for ideal photo results and high quality images.

» Support with make-up and styling to ensure that the people in front of the camera are perfectly prepared.

» Careful selection and preparation of clothing and accessories, to guarantee a professional look for photo shoots.

Fraunhofer FIT   Sept. 2021

Bonn

Usability Engineer (without certificate)

» Usability Engineer (without certificate)

» Usability definition and composition of the context of use according to ISO 9241-11.

» Interpretation and application of ISO 9241-110.

» Development of usability requirements and design.