

[Portfolio](#)[LinkedIn](#)

DETAILS

E-mail: szymonnowominski@gmail.com

Phone: +48 726 093 646

Date of birth: 17.04.2004

City: Cracow, Poland

English (CAE): score 177/200 (CEFR B2)

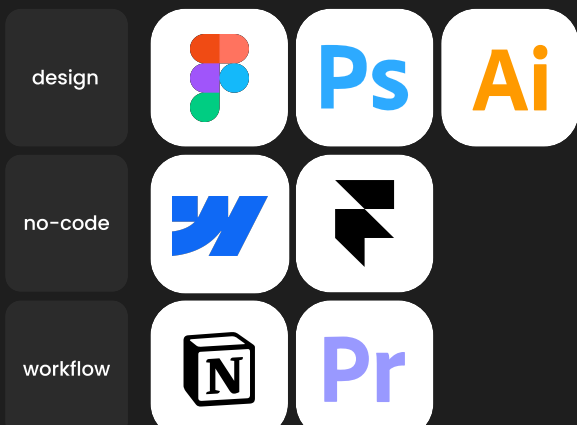
SKILLS

- Designing in accordance with WCAG 2.1
- UX Research
- End-to-end project management
- Creating websites and mobile applications
- Communication and public speaking
- Teamwork

INTERESTS

- Photography, video recording, and editing
- Graphic design
- Music creation
- Traveling

TOOLS



SZYMON NOWOMIŃSKI

My journey with graphic design began in 2016, creating YouTube banners. At first, it was just a hobby, but the pandemic in 2020 prompted me to shift direction, from graphic design to UI/UX design. Between 2021 and 2022, I immersed myself in this field, which quickly became more than just a passion. Today, I work as a UI/UX Designer and continuously expand my skill set. I'm open to challenges and always eager to learn new things.

WORK EXPERIENCE

05.2023 – present (2 years 1 month) | Lublin

IT Specialist | NZOZ ARKA Long-Term Care Center

Brief job description:

Designed the company's website and logo; managed the website and online medical documentation. UI/UX Design.

01.2022 - 02.2022 (2 months) | Warsaw

Intern | Crestt Sp. z o.o.

Brief job description:

Worked in a team focused on Business Processes, where I was involved in:

- Detecting and eliminating recurring errors in process flows.
- Using Celonis EMS to visualize actual process flows and identify inefficiencies.

EDUCATION

10.2024 - present | Cracow

Applied Computer Science

University of the Commission of National Education in Kraków

Education level: Engineer (Bachelor of Engineering)

15.02.2025 | Warsaw

UX/UI Designer (workshop)

CodeAccess Programming School

Education level: Certificate


09.2019 - 06.2024 | Lublin


Telecommunications and Information Technology

Electronics Technical School in Lublin


Education level: Vocational Qualification

CERTIFICATES

 Build Wireframes and Low-Fidelity Prototypes

 Conduct UX Research and Test Early Concepts

 Foundations of User Experience (UX) Design

 Start the UX Design Process: Empathize, Define, and Ideate