

hi!@szymon-nowomiński

UI/UX DESIGNER

#design.process

define
week 2

deliver
week 5

discover
week 1

design
week 3-4

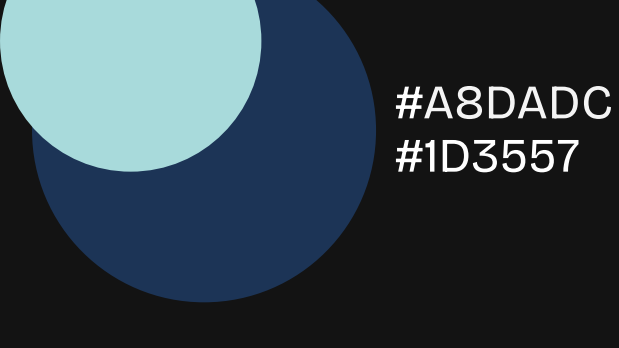
1 "Understand the problem."
We dive into research to learn about your users, business goals, and challenges, ensuring we uncover the right opportunities to address.

2 "Set the direction."
We pinpoint the core problem, align on goals, and outline a clear plan to guide the design process.

3 "Create solutions."
We brainstorm, sketch, and prototype ideas, then refine them into designs that are both functional and beautiful.

4 "Bring it to life."
We test the design with real users, make improvements, and ensure everything is ready for launch or handoff.

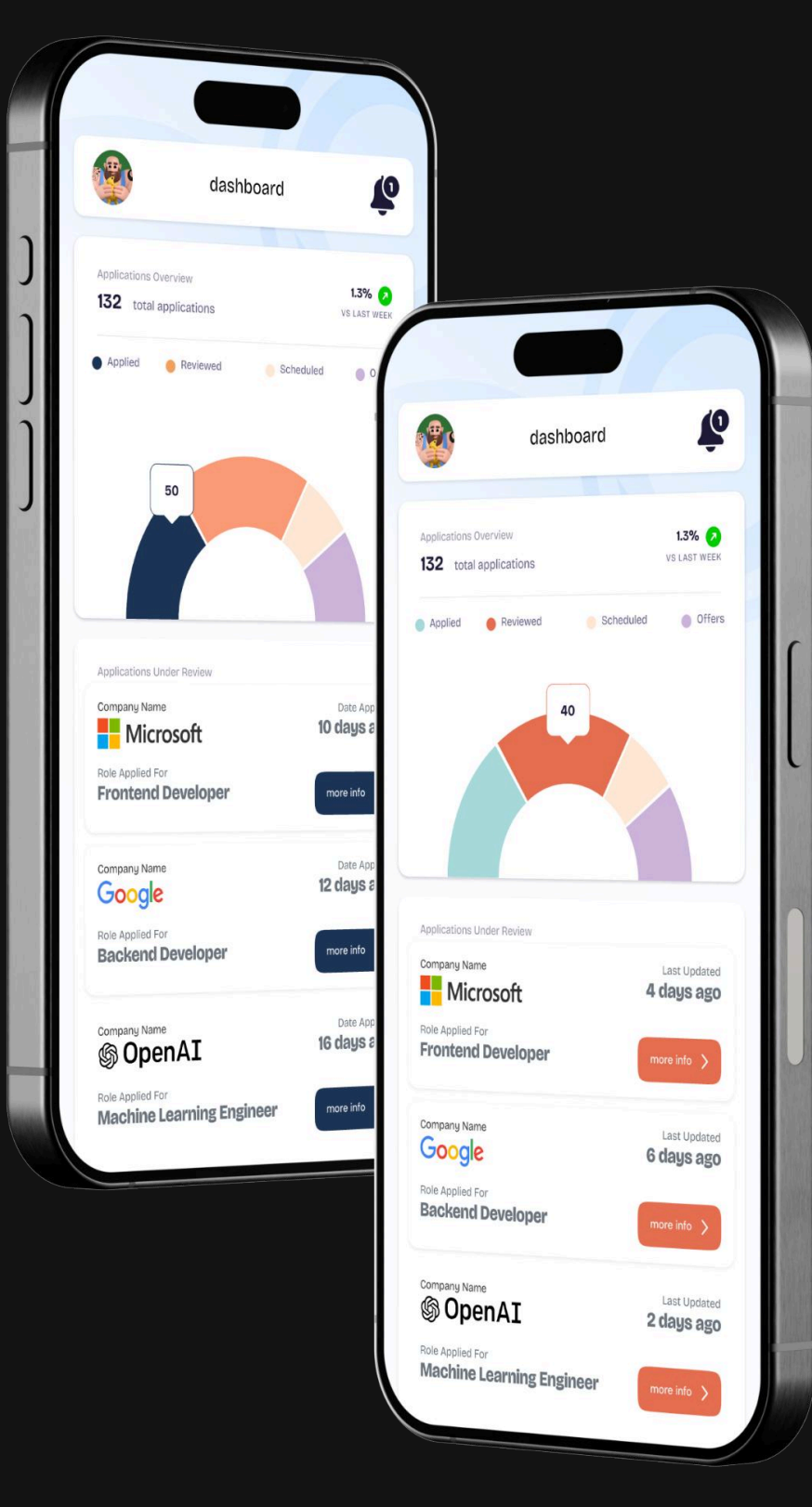
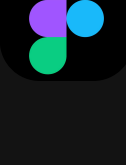
color palette:



objective:

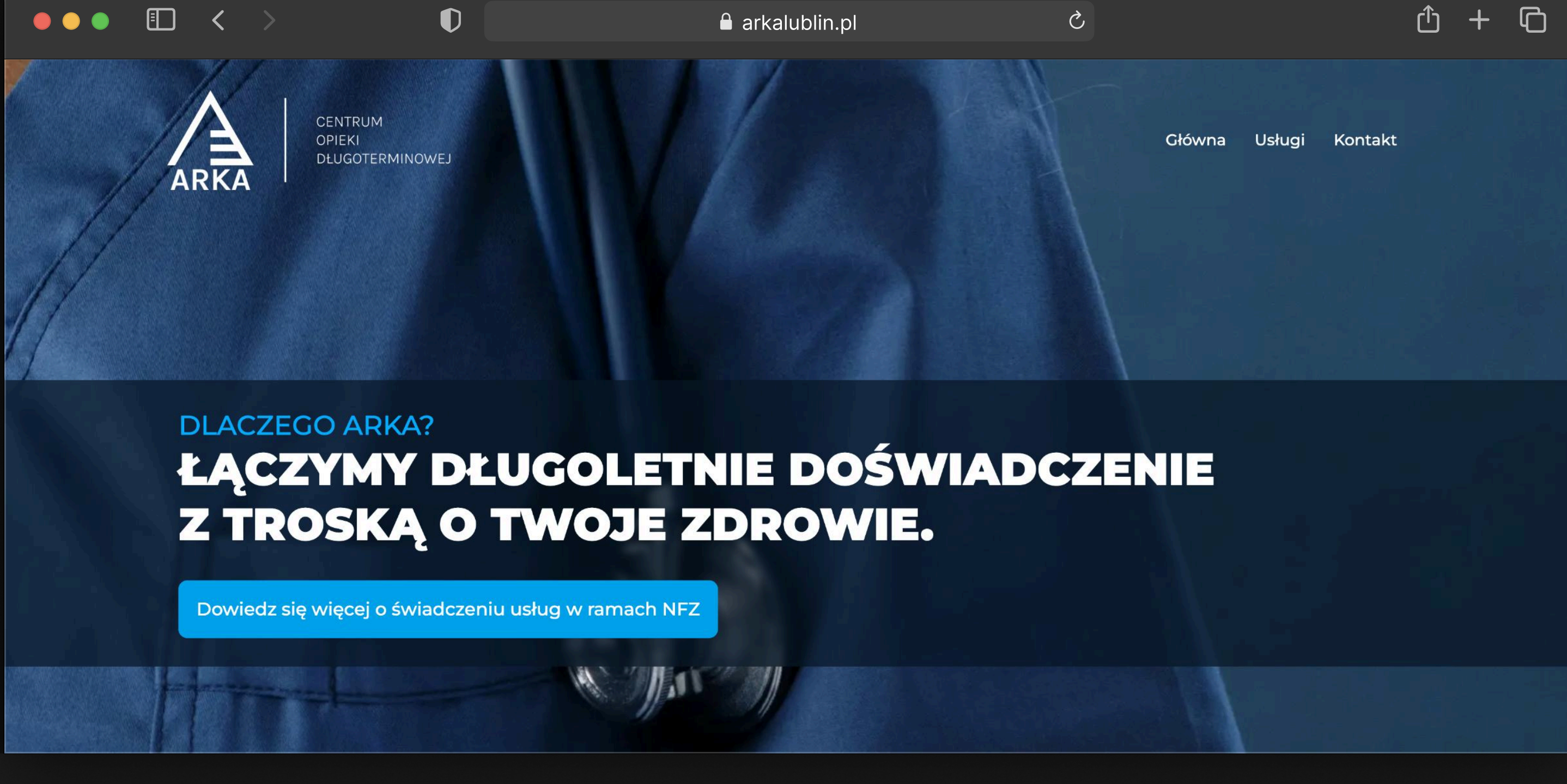
Design a visually engaging and intuitive app to streamline job application tracking, helping users manage progress, respond to recruiter requests, and stay organized effortlessly.

tools:



project: career center

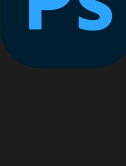
project: arkalublin.pl



objective:

Redesign the website for a long-term healthcare center to improve accessibility, streamline information, and provide a welcoming online experience for patients and their families. The goal was to create an intuitive platform that offers easy access to essential information, services, and resources, making it simple for visitors to learn about care options and facilities.

tools:

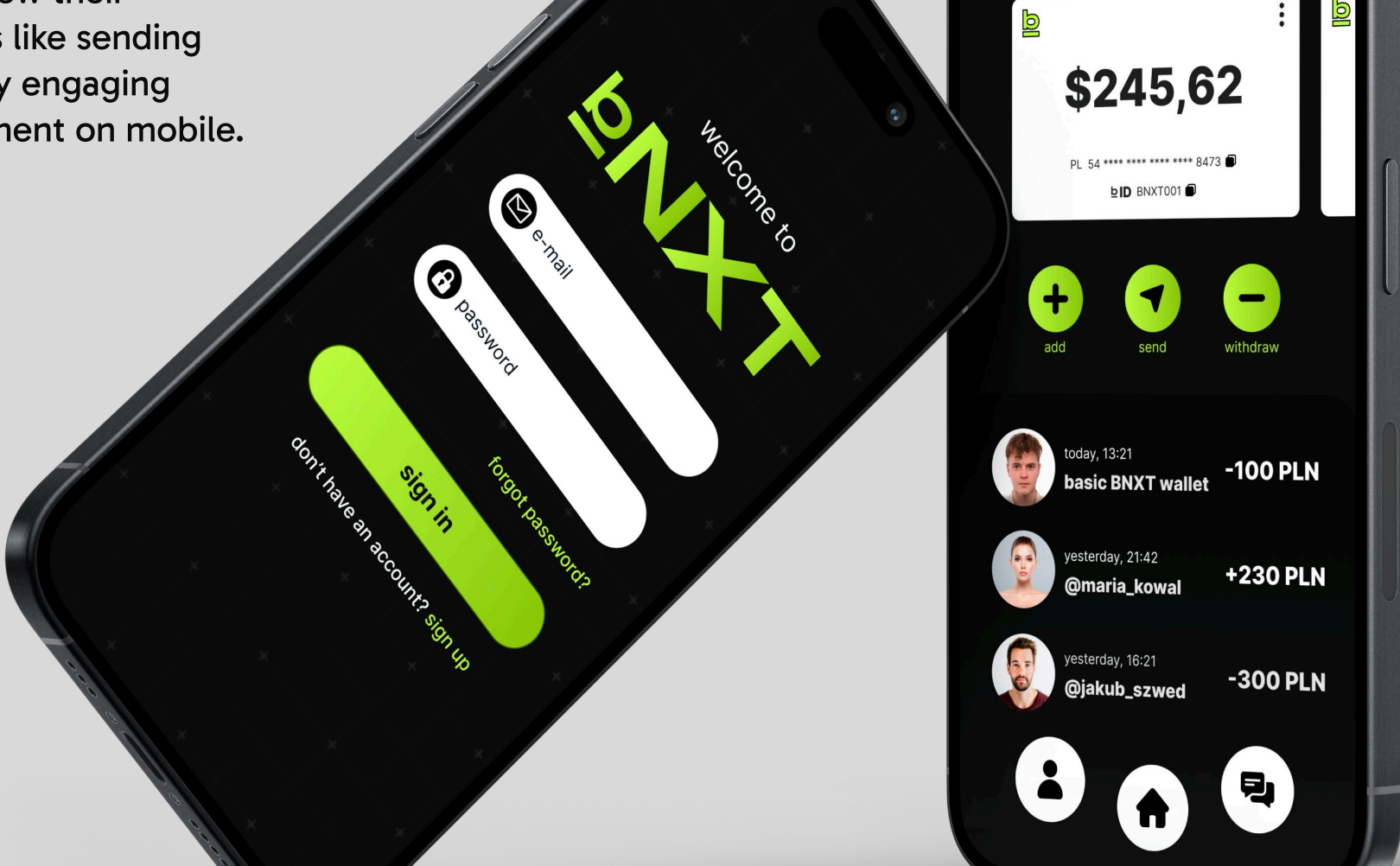
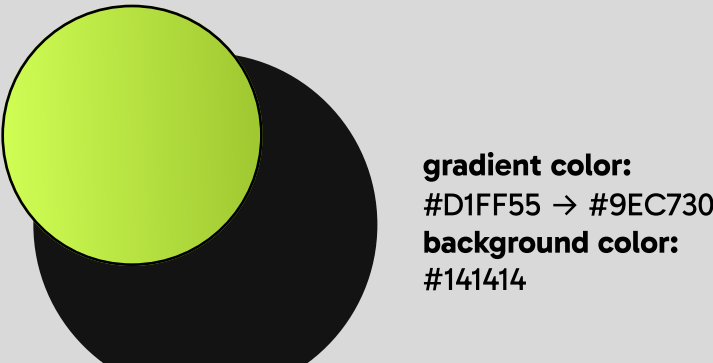


project: bnext app redesign

objective:

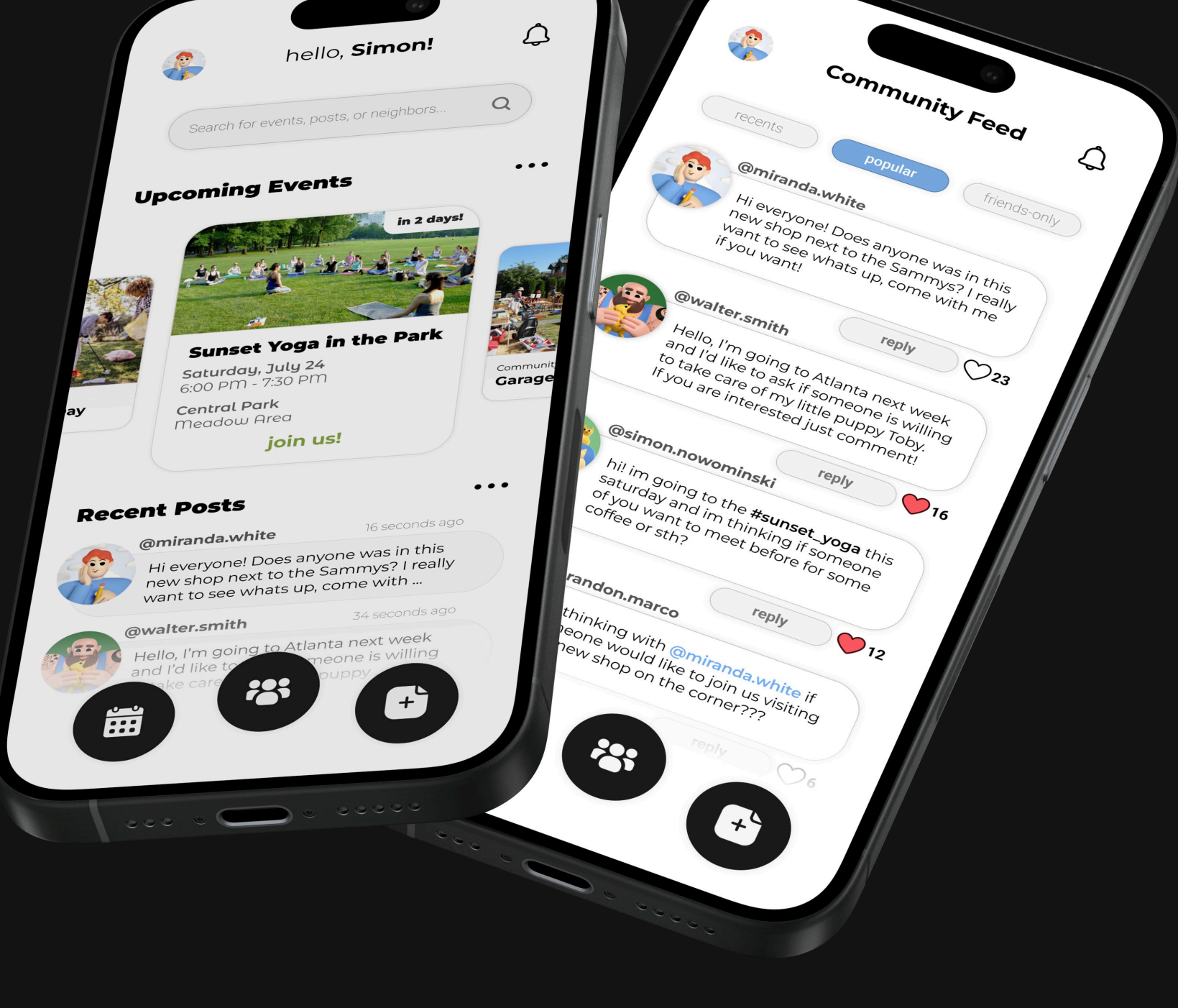
Redesign the BNXT mobile app to enhance the user experience for managing finances, making it easier for users to view their balance, track transactions, and perform quick actions like sending or withdrawing funds. The goal was to create a visually engaging and intuitive interface for seamless financial management on mobile.

tools:



the logo is the property of the BE NEXT sp. z o.o.

project: community hub



objective:

Design a user-friendly app for local community members to easily share events, resources, and connect with one another.

tools:

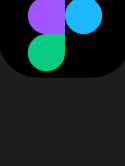


project: subscription tracker

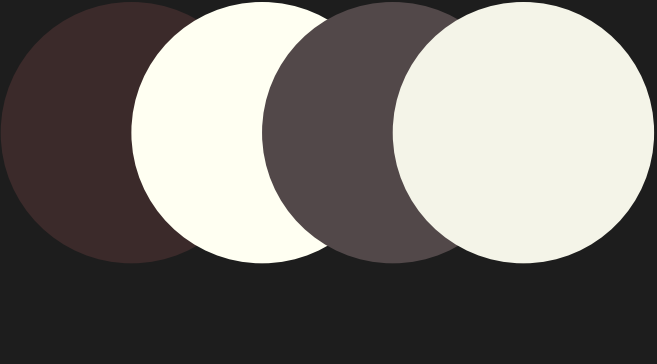
objective:

Creating a user-friendly app that allows one to easily manage subscriptions in one place.

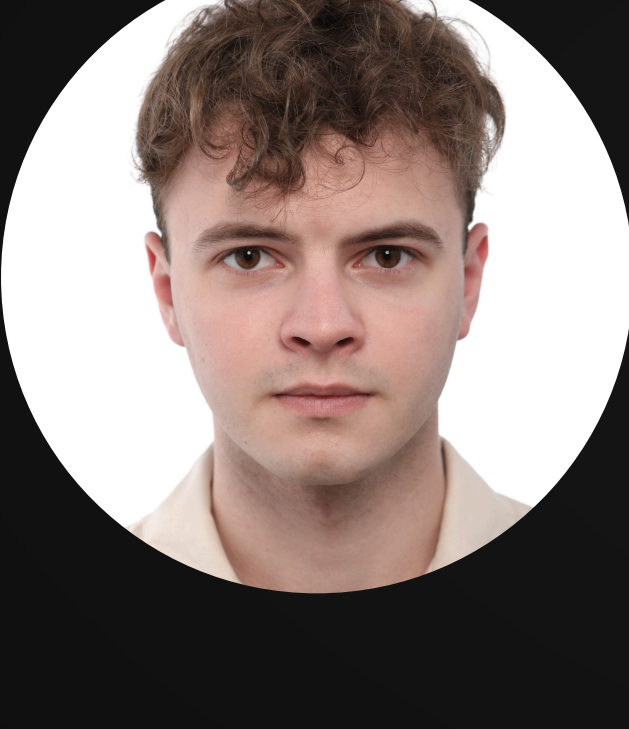
tools:



color palette:



about me



Hi! I'm Szymon Nowomiński, a 20-year-old self-taught UI/UX designer and Computer Science student based in Kraków, Poland.

I specialize in creating simple and enjoyable apps and websites. I love solving problems through design, combining creativity with practical solutions to deliver something that truly works and makes sense. When I'm not designing, I dive into new technologies and keep honing my skills.

Let's connect and create something great together!

EDUCATION

10/2024 - Present, Cracow
Applied Computer Science, Engineering Studies
Commission of National Education University

09/2019 - 06/2024, Lublin
Teleinformatics, Technical School
Zespół Szkół Elektronicznych

WORK EXPERIENCE

05/2023 - Present, Lublin
IT Specialist, NZOZ ARKA Long-Term
Care Center

17/01/2022 - 11/02/2022, Warsaw
Intern, Crestt Sp. z o.o

FOREIGN LANGUAGES

English - B2
CAE 177/200

contact me!



[portfolio-web](https://szymonnowominski.com)



+48 726 093 646



szymonnowominski@gmail.com



[szymon-nowomiński](https://www.linkedin.com/in/szymon-nowominski)