



# Maksymilian Duzinkiewicz

UX/UI Designer

Creating exceptional user experiences requires not only creativity but also the ability to combine aesthetics with functionality. With two years of experience in UX/UI design and expertise in industrial design, I effectively solve problems by crafting interfaces that are visually appealing, enhance user experience, and deliver tangible business value. Working within interdisciplinary teams enables me to develop solutions that harmoniously integrate user needs with business objectives.

## Skills

Figma • Sketch • Adobe Illustrator • Adobe Photoshop • Adobe After Effects • Lo-fi/Hi-fi Prototypes • Graphic Design • Web Design • User Journey Maps • User Personas • 3D CAD Modelling • Rhino3D • Luxion Keyshot

## Languages

Polish - Fluent  
English - Fluent  
German - Beginner level

✉ max.duzinkiewicz@gmail.com

🌐 max.duzinkiewicz.com  
(password: design46)

🌐 www.linkedin.com/in/mduzinkiewicz

☎ +48 796 159 926

## Nanovo

Jan 2024 - present  
Warsaw, Poland

### User Experience Designer

- I designed intuitive, user-centered interfaces for mobile and web applications using tools such as Figma and Adobe XD.
- Collaborated with a multidisciplinary team to manage and redesign a leading SaaS software in the Digital Signage sector.
- Developed diverse experience concepts for leading clients in Poland, utilizing advanced sketching skills.
- Participated in physical innovation projects in Digital Signage, designing products tailored to modern technological solutions.
- Designed and animated in-store content managed through SaaS software.

## Delta Airlines

Apr 2023 - Oct 2023  
Atlanta, GA

### Industrial Designer - Contract

- I designed an award concept for Delta Airlines to honor the top supplier across four international hubs: Florida, Utah, Ghana, and Germany.
- Utilized 3D modeling software and created photorealistic visualizations to develop a professional and industrial award model.
- Collaborated with a 3D printing facility to produce the award, ensuring all specifications and requirements were met to deliver a high-quality final product.

## Colart

Sep 2021 - Nov 2021  
Atlanta, GA

### Industrial Design Internship

- Collaborated with a team to design and develop three sustainable eco-friendly packaging solutions, resulting in a 20% reduction in non-recyclable materials.
- I created intuitive, visually appealing, and functional high-quality photorealistic visualizations of two marker concepts, contributing to an 80% reduction in plastic usage.

## Pfizer

Jun 2021 - Aug 2021  
Warsaw, Poland

### UX/UI Design Summer Internship

- Collaborated with the IT and Internal Communications departments to gather user feedback, which led to the identification of key issues and the implementation of user-centered design solutions.
- I worked on the interface design of the SharePoint platform, incorporating banners and infographics to effectively communicate Pfizer Poland's objectives, resulting in a 30% reduction in email overload.

## Savannah College of Art and Design

Jan 2019 - May 2024  
Atlanta, GA

### Bachelor of Fine Arts, Industrial and Product Design

- Minor in UX/UI Design and Sneaker Design
- Athletic scholarship - part of the men's tennis team | vice captain
- Graduated with Magna Cum Laude title