

Piotr (Peter) Paszkowski

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Summary

I am a focused User Experience Designer & Information Architect with over 14 years of experience in the field of UX and a passion for making intuitive interfaces. When approaching a project I always think outside the box and find inspiration in the most unusual of places.

As a hands-on user experience specialist, I drive product conceptualisation and end to end user experience design while managing the workflow process within the team.

Experience

User Experience Executive Director | Goldman Sachs London | England | March 2018 – Current

I am responsible for managing all aspects of User Experience for the new multinational trading platform.

Lead UX Consultant (contract) | RMA for HSBC London | England | October 2016 – March 2018

I worked on the largest multinational HSBC Digital Transformation Programme for Corporates, which aimed to change how corporate clients use online banking. I was leading cross-platform UX development for Corporate Loans initiative. Previously, I was providing governance and oversee development in multiple development streams within the Digital Transformation Programme. My other responsibilities involve creating UX guidelines, defining UX patterns and frameworks, managing stakeholders, creating concepts and producing interactive prototypes.

Senior Interaction Designer (contract) | Travelex London | England | July 2016 – September 2016

I worked as Lead UX for a Travelex Money mobile app for iOS and Android. My responsibilities involved coming up with new ideas, preparing user experience documentation, creating low and high-fidelity prototypes and conducting usability testing.

Senior UX Designer (contract) | HCL Innovation Labs for Deutsche Bank London | England | April 2016 – June 2016

Worked with one of the largest investment institutions by providing UX expertise for Deutsche Bank new finance platform. My responsibilities involved creating concepts, providing design specification documents and creating complex prototypes in Axure.

Lead UX Consultant (contract) | Lloyds Banking Group London | England | September 2014 – April 2016

I worked on Lloyds Digital Banking Transformation Programme which aimed to change how LBG customers use online and mobile banking. I acted as Lead UX for multiple projects within LBG and was responsible for providing UX expertise, producing prototypes and wireframes in Axure. My other responsibilities involved creating user experience specifications and presenting work to stakeholders.

**Senior Product Designer / Lead UX | Monitise
London | England | July 2013 - September 2014**

I was responsible for reviewing product requirements, refining user stories/acceptance criteria and providing end to end user experience including interaction design and user interface design (low & high fidelity interactive prototypes, user flows, usability tests).

My other responsibilities involved leading multidisciplinary teams, providing training for colleagues, conducting workshops and improving UX processes in Monitise.

As a Senior Product Designer, I worked alongside Group Product Managers refining the business requirements and prioritising them based on Value and Viability. During development and deployment phase I acted as a Product Owner (Agile development) for all UX/UI related tasks.

I worked on Monitise multiplatform core products (Pay Anyone, Buy Anything, Bank Anywhere) as well as mobile application and fully responsive, commerce portal for Telefónica.

**Information Architect / Principal UX Designer | Haymarket Media Group
London | England | March 2008 - May 2013**

As a sole Information Architect and UX designer at Haymarket I was responsible for preparing site architectures, wireframes, use cases, interactive prototypes and task flows for multi-platform projects (responsive web design, mobile websites & apps, iPad apps and CMS functionality). I was also responsible for carrying out usability audits and conducting usability testing.

User Experience Specialist | OpenX

London | England | November 2007 – February 2008

My responsibilities involved creating IA wireframes and graphical assets for a flagship product of OpenX as well as creating concepts for a new product.

I also acted as a Product Owner (Agile) for all User Interface related tasks while developing comprehensive user experience design documents for the engineering team and offering ongoing QA to ensure implementation reflects business requirements and design documentation.

Project Leader / Lead UI Designer | Tieto

Wroclaw | Poland | January 2007 – October 2007

I was responsible for designing innovative user interfaces, creating technical documentation and concepts in various projects (mobile, web and desktop applications) for different Tieto clients (Sony Ericsson, Airbus, Siemens VDO).

I worked simultaneously as a Lead Designer / Scrum Master for a team of 12 designers and developers. My other responsibilities included team building, coordinating teamwork, maintaining contacts with clients, conducting workshops.

Project Leader / Lead UI Designer | BenQ

Wroclaw | Poland | August 2006 – January 2007

I was responsible for designing user interfaces and creating technical documentation for new mobile phones and future mobile devices. My responsibilities also included

leading a team of 15 developers and designers, organizing and conducting workshops, training and planning sessions.

**User Interface Designer – Project Coordinator | Powermedia (outsourced to BenQ)
Wroclaw | Poland | February 2006 – August 2006**

I was responsible for designing user interfaces and creating technical documentation for new mobile phones and future mobile devices in cooperation with other BenQ/Siemens locations in Germany, Austria and Slovakia. My other responsibilities involved coordinating work on the polish side of the project.

**Webmaster | Commune Postomino
Jaroslawiec | Poland | July 2005 – January 2006**

I was responsible for designing and implementing a web information system (Flash MX, XML, HTML) for tourists.

Education **Masters Degree in Computer Science (MSCS)
Wrocław University of Technology, Faculty of Computer Science and Management
2000 - 2005**

Master thesis title: "Researching usability of Web Information Systems"

Skills Hands-on UX team leader and mentor with excellent experience in web and mobile user experience design, product prototyping and usability.
Information Architect and Usability expert with experience in testing and analysis.
Strong analytical, team building, problem-solving and organizational abilities.
Unique background in UX design and Development bridging the gap between creative, engineering and business goals.

Certifications & Training Certificate in Communication and work organization in projects
Certificate in Project management with PMI PMBok 3rd edition
Certified Scrum Master
Certificate in Time management
SEO Training
Drupal Essential Training
Wordpress Essential Training

Tools Axure RP / Sketch / InVision / InVision Studio

Interests Psychology, s-f films, strategy games, new technologies, swimming and snowboarding

References Available upon request