Krystian Polański

Product Design • Product Research • Product-Market Fit

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PROFESSIONAL EXPERIENCE

Unravel – Lead Product Designer   *Sep 2024 – Present*

➔ Helped a B2B startup design a prototype that gain enough interest among investors and get funding

Intive GmbH – Lead Product Designer   *Mar 2023 – July 2024*

➔ Helped a B2B company research business and product needs, existing workflows, and necessary improvements.

◆ The gathered insights helped in saving 3 months of development and cut its costs by 30% by analyzing the TCO and delivery time of possible development approaches. I've done it in the team with BAs and Tech Lead.

➔ Designed and developed a new deliveries management software (that had to be released in 6 months) with the following results:
  ◆ increased users' productivity by 20%.
  ◆ cut the main task completion time by 24%.

➔ Drove 5 product initiatives with 5 product designers on identifying market opportunities to implement AI solutions in customer solutions. The first concepts and recommendations were delivered in just 3 weeks.

➔ Helped design and develop design system libraries for 3 companies.

➔ Led design teams and continuously mentored 10+ designers and product owners.

➔ Conducted workshops in defining organizational structure with HR, CTO, and Business Unit leaders.

Worked closely with Account Executives and VP in shaping design team structure in the Fintech department.

Showpad – Senior Product Designer; Belgium   *Jan 2022 – Jan 2023*

➔ Conducted user research and usability testing with invited 100+ global users to understand their work context, challenges, and reasons for using our product.

➔ Synthesized 22 prioritized areas for impactful improvements.

➔ Improved the understanding of B2B users among 3 product engineering teams. It helped make a data-informed roadmap prioritization focused on users' activation and customers' retention.

➔ Build from scratch new UI components library that was developed further to Design System with 6 designers and developers.

Blackberry – Principal Product Designer; Atlanta, GA   *Nov 2020 – Jan 2022*

➔ Identified 35 areas for product improvement after conducting extensive user research and usability testing

with 5 customer companies.
- ➔ Led a team of 5 (researchers, designers, and business analysts).
- ➔ Showcased the data-informed results to 700+ stakeholders.

intive GmbH – Principal Product Designer;   *May 2019 – Dec 2021*

- ➔ Helped strategically shape a new hybrid office model at the beginning of COVID-19 by running a remote strategy workshop for internal HR, L&D, IT, and VPs. Moreover, I introduced a digital whiteboard tool to key stakeholders to include it in the organization tool stack.
- ➔ Streamlined employee journey in 2 key areas by organizing a design sprint for VPs in HR, L&D, Legal, and Engineering departments. It aligned the efforts to design and user-test new solutions with the biggest impact possible.
- ➔ Helped identify 3 areas for improving HR services by interviewing employees and synthesizing results with the HR and organizational SMEs.

Ordnance Survey – Sr. Product Designer + Product Owner; Southampton,UK   *Sep 2018 – May 2019*

- ➔ Conducted user research and designed a new map printing feature in close collaboration with product managers and engineers. The key results:
  - ◆ Decrease the Customer Effort Score of a key user scenario by 30%.
  - ◆ Reduced Time-to-Value of the core features by 40%.

Monterail – Product Designer   *Sep 2015 – Jul 2018*

- ➔ Designed products for 5 companies in the growth phase while aligning efforts to bring a real impact on customers' needs, business goals, and engineering challenges.
- ➔ Designed a new UI for Mozilla's Thunderbird mail client that went viral with 38k+ impressions on dribble, 1,4k+ on Reddit, and more on the internet. I later aligned work on the new layout with the Thunderbird team.

Datawalk (formerly Pilab) – UX/UI Designer   *Sep 2014 – Sep 2015*

- ➔ Designed 3 products that were focused on solving end user's problems.

EDUCATION

Wroclaw University of Science and Technology Master of Architecture and Urban Planning   *May 2014*

Core Member of LabDigiFab - using parametric architecture in shaping modern architecture and urban space. Specialization: Revitalization and Renovation of buildings and urban spaces.

SKILLS & INTERESTS

Interests: Product-Led Growth, Sport coaching, Communication, Countrywalking, Pragmatism and Stoicism.

Languages: English and Polish speaker, French Advanced.

Technical: Product expertise, Remote workshops; Figma, Sketch, Adobe expertise; Usability testing, User Interviews, Experience Mapping, Team leadership, Roadmap planning, Analytical tools (GA, CUX, Pendo),

Stakeholders Management, Agile methodologies, Product and Design Mentoring.