

WIKTOR ZBĘK

UI/UX Designer | Mobile Application Developer

Wrocław, Poland | wiktorzbe@gmail.com

PROFESSIONAL SUMMARY

Computer Science student (7th semester, Mobile Application and Systems Engineering) specializing in high-fidelity UI/UX design for Android and iOS, with hands-on mobile development experience. Designs component-based, responsive interfaces in Figma that follow platform guidelines and account for performance and technical feasibility from the start, which keeps rework at developer handoff low. Completed a 12-month IT internship at Pasibus, contributing to live product design and implementation. Seeking a junior UI/UX design or mobile development role.

SKILLS

Design: UI/UX Design, High-Fidelity Mockups, Interactive Prototyping, Wireframing, Design Systems, Component Libraries, Auto Layout, Responsive Layouts, User Flows, Typography, Graphic Design, Developer Handoff, Usability Testing, Accessibility / WCAG

Tools: Figma, FigJam, Adobe Photoshop, Adobe Illustrator, Canva, Gemini, Claude Code

Development: Android, iOS, Kotlin, Java, Swift / SwiftUI, Flutter / React Native, HTML, CSS, JavaScript, Git, GitHub

Standards & Methods: Material Design, Apple Human Interface Guidelines, Agile / Scrum, Design Reviews, Cross-Functional Collaboration with Developers and Product

Languages: Polish (native), English (C1)

PROFESSIONAL EXPERIENCE

IT Department Intern (Design & Mobile)

Pasibus | Wrocław, Poland | September 2025 – September 2026

- Designed and iterated on multiple high-fidelity screens and UI components in Figma for company's internal tools, within their existing design system and brand guidelines.
- Worked with developers on multiple features released to production, through the full delivery cycle: requirements, wireframes, mockups, handoff and QA.
- Produced developer-ready specifications (spacing, component states, responsive behaviour) that reduced implementation back-and-forth.
- Joined daily stand-ups and design reviews in a cross-functional team of 5 and learned the company's design and product implementation process end to end.

PROJECTS

Interactive UI/UX Portfolio | Personal Project | 2026

- Designing and building an interactive portfolio with light motion design that presents 3 UI/UX case studies and more, each from problem framing to final prototype.

EDUCATION

DSW Ideis University | Wrocław, Poland

Engineer's Degree (inż.), Mobile Application and Systems Engineering | Expected February 2027 (currently 7th semester)

- Relevant coursework: High-Fidelity Interface Design, Android and iOS Development, Software Development Lifecycle, Software Engineering, HCI.

ADDITIONAL INFORMATION

- Driving licence: category B
- Interests: motorsport, art, architecture, automotive design

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