Pawel Piekarski, Lead Product Designer

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(347) 220-5102

AWARDS & RECOGNITION

2019: Appy Award, The Wing iOS app - for excellence in app design in its category

2016: Guinness World Record, for "Most contributors to a published comic book", along with other 140 contributors

2012: Parent's Choice Award, Move the Turtle app - for creating a learning application for programming for kids.

2010: Cut & Paste, 2nd place, Design Competition Finalist in Berlin, Germany

2002: Young Polish Painter of the Year, a finalist of national art contest organized every year in Poland.

EDUCATION

School of Arts, Lodz, Poland, Graphic Design, Painting: 1997 — 2002

EXPERIENCE

Citizen, Lead Product Designer - New York, 3/2021 — present
Working on revenue and (currently) growth-related features in the mobile product, as well as on a core internal tool used by safety agents. Collaborating with other designers on improving craft, tools and culture.

Hinge, Senior Product Designer - New York, 9/2020 — 2/2021
As part of the Growth team, worked on improving and adding revenue-related features. Responsible for mentoring junior designers, improving processes, creating design systems and expanding the existing style guide.

WeWork, Lead Product Designer - New York, 7/2019 — 9/2020
Worked on tools for the Community Team. Initiated and lead establishing a reaserch and data-based development process for my team, improving our efficiency.

Prolific Interactive, Senior Product Designer - New York, 7/2015 — 7/2019
Acheivements as lead designer:
- The Wing (iOS app, admin and member-facing portals): Led an internal product team, increased member conversion/ retention, improved in-person service metrics
- AMEX OPEN Forum (iOS app): Created concept and app from the ground up
- Scotts My Lawn (iOS app): Reinvisioned what lawncare could be, surpassing all KPIs

Wikia, Interactive Designer, Poland; San Francisco, CA, 7/2012 — 7/2015
Content creating platform. I was working on a complete redesign of the product, designed iOS and Android apps, admin tools.

Independent Contactor, Lodz, Poland 8/2008 — 7/2012
Interaction, Animation,Mobile, Web and Game Design, User Experience, Illustration

MOSQI.TO, Art Director - Lodz, Poland, 4/2006 — 8/2008
Creative agency. Web design, Interaction and motion design, animation, print and online campaigns, managed and mentored a team of 5 Designers

Intercon, Senior Graphic Designer - Poland, 2005 — 2006
Interactive agency. Web Design, User Interface Design, online campaigns.

+2 more...

Check my LinkedIn profile for more details.

SKILLS

- highly driven, professional and solution-oriented,
- excellent at visual design and art, creating functional and visually stunning solutions,
- great design communication skills, storytelling and public speaking,
- great at creating effective and inspiring work environment,
- ability to build strong relationships and influence leadership and stakeholders,
- passionate about discovering and establishing patterns, guides and systems,
- passionate about inclusive and accessible products.