

Anna Figura

Product Designer · UX/UI Designer

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Product and UX/UI designer with 6+ years of experience shipping user-centered products across enterprise, fintech, and consumer platforms. I turn research and data into measurable outcomes—lifting conversion and engagement, streamlining flows, and building scalable, accessible design systems that keep teams shipping consistently, from discovery through developer-ready design.

PROFESSIONAL EXPERIENCE

Product Designer · UX/UI Designer — Flexmade Remote, Poland · Feb 2024 – Present

U.S. News — Product Designer Dec 2024 – Present

- Led user research and analysis that surfaced key insights, driving improvements that lifted user engagement by **8%** initially and **24%** after full rollout.
- Continuously modernize outdated components and extend the parent design system with new, reusable elements.

Clearlink — UX/UI Designer Feb 2024 – Dec 2024

- Established a hand-off process for delegating design-system components to developers, ensuring consistent integration and cutting UI mismatches by **15%**.
- Built and launched reusable UI components across **3 cross-platform products**, strengthening the parent design system and improving development efficiency.

Product Designer · UX/UI Designer — Million Dollar Round Table (via Cognizant) Remote, Poland · Aug 2025 – Jul 2026 · Project-based

- Designed a new landing page that lifted regional conversion and refreshed the site's visual identity.
- Revamped the sitemap for consistency across all pages and built it to scale for future internal initiatives.

UX/UI Designer — Google (via Cognizant) Remote, Poland · Apr 2023 – Jun 2025

- Helped design and launch an onboarding feature that increased user traffic by **22%**.
- Collaborated with a cross-platform team to ship **15+ features** across multiple products.
- Led multiple concurrent projects and improved design hand-off with a globalized checklist, strengthening collaboration with software engineers.
- Designed a seamless resource-migration flow, easing the transition for **30%** of users.

UX/UI Designer — Railwaymen Kraków, Poland · Mar 2022 – Dec 2022

- Redesigned on-site client workshops, improving collaboration and giving projects clearer direction.
- Built design systems from scratch—including testing and Storybook integration—for stronger consistency and maintainability.
- Delivered **3 projects** on time and on budget, exceeding expectations on two.

UX/UI Designer — Gala Games (Contract) Remote, Poland · May 2022 – Jul 2022

- Delivered **2 contract projects**, collaborating closely with digital teams, product owners, and developers.
- Led ideation for the GalaVerse project—validated on its 2nd iteration—and applied mobile-first principles for consistent cross-device UX.

Jr. Team Lead · Digital Technical Specialist · QA Analyst — Accenture Operations Kraków, Poland · Dec 2017 – Apr 2022

- Led and motivated **10-person teams** in an Agile framework—setting objectives, tracking progress, and onboarding new members—while consistently exceeding client expectations.

SKILLS

Design & Prototyping	Figma, UXPin, Adobe XD, Photoshop, Illustrator, Blender, Storybook
Systems & Methods	Design systems, accessibility (WCAG), user research, CRO, design hand-off, prototyping
Collaboration	FigJam, Miro, design thinking, cross-functional workshops
Front-end	HTML, CSS, JavaScript

EDUCATION & CERTIFICATIONS

JavaScript Developer — RS School / EPAM 2021

Full-Stack UX/UI Designer — Akademia UX/UI 2020

BA, Business & International Relations — Cracow AFM Academy 2014 – 2017

Certificates: Google UX Design · Visual Design: The Ultimate Guide