

Damian Wojtowicz

User Experience Designer (UX/UI)

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Summary:

As a goal-driven User Experience Designer (UX/UI) with a passion for project management, I'm recognized for my uplifting and collaborative leadership. I apply core UX/UI principles across mobile, tablet, and desktop platforms, always striving to discover empathetic and authentic solutions. I bring an open-minded attitude to each challenge, embracing creativity, collaboration, and continuous growth. When leading teams, I foster an environment where everyone feels empowered to take initiative, anticipate obstacles, and contribute meaningfully to shared success.

Skills:

- User-Centered Design
- Wireframing & Prototyping
- Information Architecture
- User Interface Design
- User/Stakeholder Interview
- Usability Testing
- Data Analysis & Reporting
- Accessibility Standards
- Excellent Communication
- Strong Time Management
- Agile Management
- Cross-Functional Collaboration

Toolbox:

- Figma/FigJam
- Canva
- Adobe InDesign
- Maze
- Trello
- ChatGPT/Copilot
- Miro
- Slack
- Microsoft Office
- Google Workspace
- Zoom/Google Meet
- iWork Suite

EXPERIENCE

Web Designer

Sacred Heart of Jesus Polish National Catholic Church

June 2024 – Present

- Redesigned the church's website into a centralized, elegant resource for parishioners, site visitors, and prospective members—ensuring clarity, warmth, and easy access to essential information.
- Led user research through interviews and informal feedback with parishioners and clergy to understand key needs, pain points, and priorities.
- Designed intuitive navigation and information architecture, improving the UX writing and overall site structure to support clarity and discoverability.
- Wrote all UX copy and managed end-to-end site production, coordinating design feedback loops with church leaders to ensure alignment with community goals.
- Increased site traffic by 66% after launch, with positive feedback from parishioners and leadership about the site's ease of use and professional appearance.

Lead UX Strategist

SkyFauna Systems

January 2025 – May 2025

- Led UX strategy and delivery for a cross-functional team building a digital solution to support aviation hazard mitigation, with a focus on user-centered planning and clarity.
- Conducted research through competitive analysis and environmental review to understand user needs in aviation hazard reporting.
- Created a visual mood board and high-fidelity design concepts for a web-based wildlife forecasting tool, driving alignment between stakeholders and the design team.
- Authored a comprehensive UX Report and artifact guide to support seamless client handoff and team transitions, ensuring continued usability and implementation.
- Managed communication across stakeholders and team members, including Slack coordination, deliverables tracking, and client-facing meetings to ensure project timelines and goals were met.

UX/UI Designer

Prime Digital Academy

September 2024 – December 2024

Solo Project: Fight Finder

- Designed a mobile iOS app prototype, *Fight Finder*, to help Minnesota boxing fans stay informed and connected.
- Conducted competitive research, user interviews, and unmoderated usability testing to identify user needs and feature priorities.
- Created wireframes, interactive prototypes, and UX writing using Figma and Maze.
- Built the app around key features like fight schedules, news feeds, and a community forum.
- Highlighted transferable skills in cross-platform collaboration, communication, and product storytelling.

Group Project: ARCS Institute

- Collaborated with 4 designers to develop a platform prototype for clinicians and researchers at ARCS Institute.
- Conducted stakeholder and user interviews, refreshed UI design, and synthesized findings to inform an improved diagnostic workflow.
- Wrote usability testing documentation, contributed to content strategy, and organized team research data.
- Tools used included Figma, Maze, Office 365, and Keynote for research, synthesis, and prototyping.
- Demonstrated strong communication, coordination, and critical thinking throughout the iterative design process.

UX/UI Instructional Specialist

edX (University of Texas, San Antonio)

April 2023 – May 2024

- Supported a 6-month virtual UX/UI bootcamp for 20 students learning UX design, UX research, and front-end development.
- Led hands-on software tutorials, fielded student questions, and offered one-on-one guidance during class and office hours.
- Coached students on usability testing and design thinking while providing constructive, detailed feedback.
- Took responsibility for grading, attendance, and administrative oversight to ensure course flow and timely delivery.
- Helped students develop practical skills using tools like Figma, Zoom, and GitHub.

EDUCATION

Prime Digital Academy

User Experience Design and Research Certificate

- Completed a 4 month accelerated immersive wholistic UX learning program.
- Built real-world prototypes through client work, design sprints, and iterative feedback.
- Gained skills in user-centered design, wireframing and prototyping, and Agile management.

University of Minnesota

UX/UI Certification

- I completed a six-month bootcamp focused on learning UX/UI Design, UX Research and Front-End Coding.

Metropolitan State University

B.A. in English, Minor in User Experience Design Thinking

- Practiced academic research, contextual analysis, and academic and professional writing.
- Practiced UX/UI Design, User Research, Product Design, Document Design and Technical Writing.