

BARTOSZ BUKOWSKI

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- » With **9 years** of experience in **UX Design** and **5 years** leading high-performing **design teams**, I bring a strategic and hands-on approach to driving product and **service innovation**.
- » I have deep expertise in **design systems**, service design, **agile methodologies**, and evaluating digital experiences to uncover opportunities for improvement and growth.
- » Skilled in **analysing complex data** from diverse sources – including **business, tech, and user insights** – I turn challenges into actionable, **user-centered solutions**.
- » I've successfully **led projects** with a strong focus on innovation, from new **product launches** to end-to-end service **design initiatives**.
- » If you're seeking a UX leader who combines **vision, execution, and cross-functional collaboration** – let's connect.

EXPERIENCE:

04/2016 – now – Reckitt/Reckitt Benckiser, Warsaw

11/2022 – now - IT&D Manager - UX/UI

- Managing design section of Websites Product Stream in IT&D Hub.
- Managing the team of designers building tokenized multibrand design system for HuskyX framework.
- Fostering UX community, mentoring designers. Introducing new UX technologies to the Stream.
- Close cooperation with Product Owner to define priorities and to plan product development road map.
- Cooperating with Migration and Web Excellence Teams to set up processes, priorities and define requirements.
- Managing external agencies that aid Stream with scaling up the processes of migration and transition.
- Training and consulting Reckitt's brand teams directly about usability, functions and limitations of our product.
- Managing build process of globally unique tokenisation process for multibrand design system.

Achievements:

- Building global multibrand design system & framework for 200+ brands and 80+ markets
- Cutting delivery cost by 50% and reducing delivery time to market by half ["50% cheaper twice as fast"].
- Migrating over 700+ websites to common framework
- Creating 40+ brand templates for global use (including 7 Powerbrands)
- Unifying and standardizing design approach (currently system facilitated by 200+ brands globally)
- Building and managing team of highly competent, versatile designers

01/2020 – 10/2022 - UX Design Chapter Lead

- Building expanding and managing the UX Team.
- Leading UX Team as internal creative agency, working with multiple Hub's teams simultaneously.
- Managing and planning designers' work and engagement in projects; Projects valuation.
- Creating and adjusting the UX role in product development process.
- Building and handling relations with external digital agencies.
- Assuring the accessibility compliance across Reckitt digital products.

Achievements:

- Building UX Team (8 designers) from ground up to work as internal creative unit.
- Defining complete design process for digital product development.
- Creating 11 Power brand templates for global use.
- Designing Healthcare Professionals Platform for Reps and Doctors communication
- Establishing WCAG 2.0 AA as global industry standard.

04/2016 – 12/2019 - UX/Graphic Designer

- Preparing wireframes and user journeys for Reckitt IT products (websites and apps).
- Creating and handling the RB/Reckitt Digital Brand.
- Designing UI for database systems.
- Taking care of LnF of many Reckitt's (inter alia Durex, Dettol, Scholl, Cillit) and Mead Johnson (Enfamil) brands.
- Consulting and support regarding accessibility and user perspective during development.
- Preparing graphics for campaigns.
- Handling UX tasks and processes in dev team, building UX competencies, starting new UX Team.

Achievements:

- Designing 40+ brand layouts for StarterKit platform
- Migrating 90+ sites to StarterKit
- Designing Global Pharmaceutical Delivery Portal

05/2007 – 03/2016 – Lionbridge, Warsaw

02/2013 – 03/2016 - Senior Web developer

- Filling the role of graphic designer and design mentor for all Cisco Teams.
- Ownership and advocating for brand rules and guidelines applied to Cisco websites.
- Creating mobile pages and applications.
- Implementation of RWD on Cisco websites.
- Individual client managing.
- Project management.

11/2009 – 01/2013 - Web developer

- Creation, edition and maintenance of EMEA - Cisco.com pages.
- Designing page layouts, graphics and multimedias.

05/2007 – 10/2009 - Multimedia specialist

SOFTWARE AND TECHNOLOGY PROFICIENCY:

- » Adobe CC software (Photoshop, Illustrator, XD, InDesign, Lightroom etc)
- » Layout creation software (Figma + Token Studio, Sketch, InVision)
- » Data analysis software (Google Analytics, HotJar, Lighthouse, Content Square, Site improve)
- » Version control system (Git)

- » Project management (Jira, Confluence, ADO)
- » Strong familiarity with Google Material Design and Microsoft Fabric
- » Knowledge of HTML and CSS, principles of RWD, etc.
- » Certificates:
 - › Foundations of User Experience (UX) Design by Google (2021)
 - › Professional Scrum with User Experience by Scrum.org (2021)

SKILLS AND RECENT DUTIES:

- » **Strong analytical skills** - ability to evaluate and prioritize in complex product design processes.
- » **Research driven design** – when possible, including synthetic data, users’ feedback and research in design process as a solid baseline for data analysis, formulating goals ideation and testing criteria.
- » **Accessibility oriented thinking** – always setting accessibility as priority number 1, informing and training all sides of product development about importance and principles of accessibility. Introducing WCAG 2.0 AA as globally obligatory industry standard.
- » **UX Team management** - building UX teams from ground-up, participation in hiring process, skill assessment, role assignation, project overseeing, capacity management.
- » Mentoring the designers – guiding team members through their careers, helping setting goals and long-term plans, driving their curiosities and passions, supporting their endeavours.
- » **Building internal UX community** – creating and maintaining inter-hub UX communication channel, conducting discussions and meetings regarding UX techs and novelties, setting roles and common goals, building true designers’ companionship.
- » **Driving complete design part in digital product development process** – Defined complete process for design team as a part of product development and managing the execution - from very beginning - data gathering, research, briefing, ideation; through design, info-architecture, design user testing; to test, UATs, release and product maintenance.
- » **Great cooperation with stakeholders** – consulting and informing brand/business partners about possibilities of our digital product; gathering feedback and requests; providing solutions and advising best practices to achieve desirable results.
- » **Merging worlds of business, design and development** – my team was the bridge connecting stakeholders (their expectations, requests and needs) and product development (particular tech stack with known boundaries, time/effort/capacity limitations) through user perspective. We were providing unusual solutions, out-of-the-box thinking and working out compromise suitable for all sides.
- » **Presentation skills** – Informing various types of stakeholders about values of our digital product, it’s genuine design system, unique approach and pioneer tokenization process. Setting most important features to match participants needs.
- » **Years of development of design skills** – Splendid color perception, highly developed aesthetics and sense of composition. Good understanding of perception psychology and use of proper typography.
- » **Exceptional communication and presentation skills**
- » **Languages:** Native Polish, Fluent English (C1), Basic Spanish.
- » **Education:** Warsaw University of Technology (Politechnika Warszawska), Electronics and Information Technology Faculty, Information and Communication Technology – 2002 – 2006 (unfinished)

HOBBIES:

3D printing, Formula 1, DIY & Tinkering, Strategic games