



# Damian Witkowski

SENIOR CX/UX DESIGNER / PRODUCT OWNER PSPO I+II

## PROFIL

With over 15 years of experience in design I specialized in designing scalable and user-centric SaaS solutions, Enterprise UX, design systems, and simplifying complex workflows. I have cross-industry experience in construction, tax consulting, logistics & E-commerce, leading UX research, design implementation, and data-driven optimizations.

## BERUFSERFAHRUNG

Lead UX Design

01/2024 - Heute

EHW+ - Essen

- Lead the **UX strategy and design implementation** for web-based applications.
- Conducts **user research, usability testing, and workflow analysis** to enhance product usability.
- Designs and optimized **wireframes, prototypes, and interactive UI components**.
- Develops a **scalable design system**, ensuring consistency across multiple platforms.

Senior CX/UX Designer

01/2022 - 01/2024

Wolters Kluwer - Ludwigsburg

- Led **UX research, design implementation, and usability improvements** for enterprise tax and compliance software.
- Developed and optimized a **scalable design system**, ensuring consistency across multiple SaaS applications.
- Conducted **A/B testing, user interviews, and data-driven UX improvements**, reducing UI inconsistencies by 40%.
- Collaborated closely with **product managers and engineering teams** to align UX strategies with business objectives.

## KONTAKT

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## FÄHIGKEITEN

- Service Design
- Design System Creation & Management
- Requirement Engineering
- Usability Testing & Heuristic Evaluation
- B2B
- User-Centered Design
- Design Thinking
- Wireframing & Prototyping
- Figma, Sketch, InVision, Axure, Adobe XD
- UX/UI
- Accessibility & Inclusive Design
- Scalable SaaS Design
- Enterprise Architecture UX
- Cross-Functional Team Collaboration
- KPI-Driven UX Decisions
- Agile & Scrum Methodologies

## UX/UI Designer

01/2020 - 01/2022

Nexplore (Hochtief Group) - Essen

- Designed and implemented a **global design system** for enterprise **SaaS applications** in the construction industry.
- Translated **business processes into intuitive UX concepts**, ensuring an improved **user experience across multiple platforms**.
- Conducted **usability analyses and user testing**, optimizing workflows and reducing complexity.
- Worked in **agile, cross-functional teams**, collaborating with **PMs, engineers, and business stakeholders**.

## UX Designer

01/2019 - 01/2020

Pixum (Dignet GmbH & Co KG) - Cologne

- Created **UX analyses, wireframes, prototypes, and UI components** for Pixum's **e-commerce platform**.
- Supported **Product Owners** in defining and prioritizing **user stories**.
- Provided UX guidance to **developers**, ensuring optimal implementation of new features.
- Conducted **user testing and data-driven UX optimizations**, leading to an improved checkout flow and **+15% conversion rate**.

## UX/UI Lead Designer

01/2015 - 01/2019

myDaylivery GmbH - Cologne

- **Conceptualization and design of interactive applications** for **web, mobile, and social platforms**.
- Development of **high- and low-fidelity concepts, wireframes, and prototypes**.
- **Creation, analysis, and optimization of various web applications and mobile apps**.
- **Design and enhancement of all digital and analog touchpoints** to ensure a seamless user experience.

## Lead Designer

01/2013 - 01/2015

Molotov Advertising - Cologne

- **Comprehensive management of various retail and lifestyle brands & artists**
- **Conceptual consulting and strategic project execution**
- **End-to-end project management** for **liefair App, 2brainstudios, myTermin App, and Sush**

Art Director

01/2006 - 01/2013

Trading Up GmbH - Cologne

- Expertise in print projects, including concept development, layout, and social media content strategies
- Production management, overseeing printing processes, approvals, and lithography
- Coordination of photoshoots and visual content creation
- Web design and motion graphics development

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## AUSBILDUNG

PSPO I + PSPO II

2024

Learning Digital GmbH - Nürnberg

Professional Scrum Product Owner

- **Advanced Product Ownership:** Business strategy, product vision, goal setting
- **Agile & Scrum Framework:** Sprint planning, backlog management, Scrum artifacts & events
- **Stakeholder & Customer Management:** Aligning product value with business needs
- **Evidence-Based Management:** Data-driven decision-making & product optimization
- **Forecasting & Release Planning:** Roadmap planning and iterative delivery
- **AI & Automation in Project Management:** Leveraging AI tools for process efficiency

GTA

2006

Berufskollegen Platz der Republik - Mönchengladbach

Gestaltungstechnischer Assistent

Gymnasium

2003

billinguales Gymnasium Mönchengladbach - Mönchengladbach

Fachabitur