

# Kamil Grzegorski

Product & Interaction Designer

Łódź, Poland

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## Professional Summary

Product & Interaction Designer with 10+ years of experience crafting user-centered solutions for the automotive industry — including navigation systems, mobile applications, and embedded UIs. Specialized in interaction design and scalable UI logic, with a focus on in-car experiences for global OEMs such as Audi, Toyota, Volkswagen, Subaru, and brands within the Stellantis Group. Experienced in usability testing, prototyping, and cross-functional collaboration across product, engineering, and business stakeholders. Known for combining strategic UX thinking with practical, production-ready execution.

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## Core Skills

- **UX & Product Design**  
Interaction Design · UX–Business–Tech Alignment · End-to-End UX Process · Product Thinking · Global OEM Collaboration · Scalable Systems
  - **Tools & Prototyping**  
Figma · Sketch · Protopie · Usertesting.com · Interactive Prototyping · UI Architecture · Component Libraries
  - **Platforms & Contexts**  
Android · iOS · Embedded Systems (IVI) · Android Auto · Apple CarPlay · Cloud-Synced Mobile Apps
  - **Research & Validation**  
Moderated & Unmoderated Usability Testing · Design Sprints · Discovery Research · Qualitative & Quantitative Analysis · MVP Definition
  - **Collaboration & Delivery**  
Agile & Scrum · Cross-Functional Teams · Stakeholder Workshops · RFQ/PRD Documentation · Roadmap Planning · Design System Contribution
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## Professional Experience

**Interaction Designer**

*TomTom – Łódź, Poland*

*Aug 2018 – July 2025*

- Designed interaction logic and UI behavior for mobile applications, embedded systems, and map-based interfaces.
- Created low- and high-fidelity prototypes using Figma, Sketch, and Protopie.
- Conducted iterative usability testing with users and stakeholders (both moderated and unmoderated).
- Collaborated daily with cross-functional teams including PMs, UX researchers, engineers, CMS teams, and OEM partners.

- Partnered with Product Managers to define roadmaps, prioritize functionality, shape MVPs, and co-author PRD documentation.
- Supported RFQ documentation and technical planning with CMS teams and OEM clients.
- Contributed to the creation and ongoing maintenance of interactive components in the TomTom design system.
- Analyzed qualitative and quantitative data (user research, telemetry, market feedback) to inform design decisions.
- Stayed up to date with UX trends and emerging technologies, including voice UI, HMI, infotainment, and connected vehicle services.

### **UI/UX Designer**

*Onwelo – Poznan, Poland*

*Sep 2017 – Nov 2018*

- Designed information architecture and interfaces for desktop, web, and mobile applications.
- Created UI components and layouts (wireframes, mockups); defined interaction behavior aligned with business requirements.
- Collaborated with product managers, developers, and analysts in an agile Scrum process.
- Translated user and business needs into actionable UX/UI solutions.
- Documented interface specifications and maintained visual consistency with brand guidelines.

### **UI/UX Designer**

*Mobica – Lodz, Poland*

*Apr 2016 – Aug 2017*

- Designed UI and user flows for embedded, mobile, and web applications.
- Built interactive prototypes (Adobe CC, Sketch, InVision) and ran usability testing.
- Iteratively refined UI based on findings; prepared detailed documentation (components, interactions, responsiveness, animation).
- Maintained and extended design system components.
- Applied current UX/UI trends including IoT, dashboards, and voice interfaces.
- Worked with PMs and engineers to define user stories and functional requirements.

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## **Education**

### **Bachelor's Program in Design (Unfinished)**

Academy of Film, Art and Design, Lodz, Poland

2012 – (suspended)

### **High School Diploma in Visual Arts – Advertising Forms**

Secondary School of Fine Arts, Kielce, Poland

Graduated 2011

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## Languages

- English (Fluent)
- Polish (native)

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## References

Available upon request.