CONTACT   01

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Julia Papée

UX Designer & Researcher

UX Designer & Researcher with 2+ years of experience creating user-centric products for internal and educational tools. Passionate about cross-cultural UX, digital storytelling, and applying design thinking to solve complex problems. Skilled in Figma, qualitative research, and prototyping. Strong advocate for inclusive, research-driven design in agile teams.

EXPERIENCE   02

Mar 2023 – Present

Volvo Group   UX Designer

- Designed and delivered end-to-end UX for internal Microsoft Power Platform apps used by 5K+ employees.

- Reduced support team workload by 40% by streamlining workflows and design in the *Self-Service App*.

- Led user research (interviews, usability testing) to shape the *Training App*, educational learning application with complex pathways.

- Created *Power Platform Stock*, a reusable component system that enhanced design efficiency and ensured UI consistency.

- Introduced UX research practices across teams, increasing stakeholder engagement and app adoption rates.

- Ran Design Thinking workshops to align cross-functional teams around user needs and business goals.

- Maintained brand consistency by revising and documenting branding guidelines across digital assets.

May 2022 – Jul 2023

Viceversa App
Social Media Specialist

- Applied UX writing and content design to marketing materials.

- Created low-fidelity prototypes for landing pages and collaborated with the product team to improve UX of customer-facing campaigns.

SKILLS   03

UX Research	Interviews, Usability Testing, Surveys, Ethnography, Wizard of Oz, Card Sorting, Journey Mapping, Service Blueprints
Design	Figma (auto-layout, components, libraries, prototypes), Miro, Adobe XD, Paper Sketching
Other	HTML/CSS, Python and C# fundamentals, Content Design, UX Writing, IMB SPSS Modeller
Languages	English (C1), French (B2), Polish (Native)

EDUCATION   04

AGH University of Science and Technology in Cracow

Oct 2024 – Jul 2026
M.Sc. Social Informatics

Oct 2021 – Jul 2024
B.Sc. Social Informatics

Interdisciplinary studies combining UX, sociology, and tech. Currently on Design and Product Development specialization.

- Specialized in UX research, interface design, e-commerce UX, and VR storytelling

- Skills in Figma, Python, HTML/CSS, C#, and data exploration

- Thesis: Cross-cultural UX – design expectations in Germany vs. Sweden

Aug 2022 – Feb 2023

The Hague University of Applied Sciences (Netherlands)

Trained in UX in one of Europe's leading design hubs. Focus on bespoke design, prototyping, heuristic evaluation, and intercultural UX.

CERTIFICATES   05
& COURSES

- Digital Designer Certificate
- Microsoft Power Platform Fundamentals
- Service Blueprints (NN/g course)
- UX Writing (AGH course with Kalina Tyrkiel)
- UX Research (Coursework)
- Building & Testing Prototypes
- Bespoke Design, Internet of (Every)thing
- Qualitative + Quantitative Research
- Sociology of Innovation, Data Exploration
- Worldbuilding in Video Games & VR

CROSS-CULTURAL UX   06

Conducted thesis research on cross-cultural design patterns between German and Swedish users. Passionate about culturally sensitive product design and building inclusive, globally aware digital experiences.