



# HELLO! MY NAME IS MICHAL DOMANSKI

“IF I HAD TO PICK THE **ONE** LANGUAGE I ENJOY SPEAKING THE MOST, I'D



DE PL EN UX

## JOBS

- 24-26** CUSTOMER EXPERIENCE MANAGER  
Austrian Lotteries & Casinos Austria  
I was responsible for establishing a UX strategy and was leading the redesign of our core product
- 2020** GAME DESIGNER & USER EXPERIENCE DESIGNER  
Duck Matter Studios  
I founded my own game company, creating a game about self acceptance, while freelancing as a UX designer
- 19-20** USER EXPERIENCE DESIGNER  
Emarsys  
I was part of the core team, making sure that the entire marketing suite was coherent and in line with insights from user research
- 18-19** USER EXPERIENCE DESIGNER  
Tricentis  
I was responsible for the transformation of the entire product line in order to drive sales and reduce the support costs
- 15-18** SOFTWARE ENGINEER / UX DESIGNER  
VRvis | rmDATA  
I was participating in the research of an efficient point cloud rendering engine, which we later used to build a BIM product
- 12-15** GAME DEVELOPER  
Cliffhanger Productions GmbH  
I worked on Ærena, a cross platform turn based strategy game
- 11-12** SOFTWARE DEVELOPER  
Meixner IT  
I designed and prototyped numerous augmented reality apps

## EDUCATION

MEDIA AND COMPUTER SCIENCE  
COMPUTER GRAPHICS

Bachelor  
Technical University of Vienna

## I LEARNED

- **UX Design:** Wireframing, Prototyping, Design Systems, User Journeys, User Flows ...
- **UI Design:** Screen Design, Motion Design, ...
- **UX Strategy:** Workshops, Processes, Reports, ...
- **User Research:** User Interviews, A/B Tests, Surveys, Desk Research, Analytics, ...
- **Game Design:** Rapid Prototyping, Paper Prototyping, Digital Prototyping, Machinations, ...
- **Full Stack Development:** C++, C#, F#, CSS
- **Game Development:** Unity3D, Custom Engines
- **Agile Development:** SCRUM, Jira, ...
- **Accessibility:** WCAG, Audits, Annotations, ...
- **AI:** Userbrain, GPT, Prototyping

## I'M MOST PROUD OF

- **Designing and developing** my game and securing **funding** for my game company
- Facilitating a **highly acclaimed workshop** which helps clients to establish an UX culture
- **Redesigning** the mobile app of the Austrian Lotteries and improving the **game economy**
- Designing a mobile **app for depression prevention** for my client

