

Mateusz Kruhlik

Product Designer

Mobile, SaaS, Design Systems

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SUMMARY

5+ YEARS

OF EXPERIENCE

Product Designer with more than five years of experience designing mobile applications, B2B SaaS products, and complex web interfaces. I take projects from problem analysis and flow architecture through prototyping and design systems to specification and handoff. My strongest areas are mobile, tools for professional users, and collaboration with product and engineering teams.

EXPERIENCE

bluesBrackets

Product Designer

Apr 2024 – Sep 2026

Led product design for **Bitelink, a martech platform (NDA)**: from user stories and flows to interfaces for link management, QR codes, and campaign analytics.

Led UX discovery and designed a **mobile companion app for Canpol Babies**, combining desk research, competitor benchmarking, flows, and prototyping; then extended the design system into a shared foundation for the Canpol Babies and Difrax apps.

Designed a **mobile emergency alert app**, translating alert and accessibility requirements into flows and interface design.

Introduced Codex, Cursor, MCP, n8n, and custom Figma plugins into the team's workflow, using them for analysis, prototyping, and product documentation.

Kcalmar.pro

UX/UI Designer

Feb 2021 – Mar 2024

Designed the iOS and Android app and key workflows in the SaaS platform for both dietitians and patients.

Worked on Kcalmar.pro, currently used by more than 16,000 dietitians.

Developed a **foundational component library** and visual guidelines, and worked with product and engineering on specifications and handoff.

Currenda

UX Designer, parallel project

Oct 2021 – Jan 2022

Conducted a UX analysis of a product for the judiciary sector and translated the findings into redesigned flows and an interface prototype.

INDEPENDENT PRODUCTS	<u>OKLCH Palette Generator</u>	OKLCH color-system plugin: 8 roles × 11 shades, WCAG/APCA, and light/dark Figma Variables. TypeScript, MIT.
	<u>MoonsideBar</u>	A native macOS app released as v1.0.0. Controls Moonside Lamp One over Bluetooth and uses light to show AI agent status. SwiftUI, CoreBluetooth, MIT.
	<u>Omni Brain</u>	Local-first knowledge workspace for AI-assisted work: project docs, expert contracts, optional RAG from books and video courses, and session workflows. Python, MIT.
	<u>Rabi Sound</u>	A working local-first app for designing procedural UI sounds with WAV and sound-pack export. React, TypeScript, and Web Audio. github.com/MateuszKruhlik Figma Community
STUDIO	Rabituza Studio Founder / Product Designer Jun 2026 – present Part-time	I run Rabituza Studio part-time, a product design practice for connected hardware that combines companion apps with 3D prototyping and FDM printing.
EARLIER WORK	<u>ALTHOM GmbH</u> Technical Documentation Illustrator Apr 2020 – Jul 2020	Translated complex Boeing aircraft maintenance procedures into visual and interactive elements for technical documentation.
SKILLS	Product:	end-to-end product design, UX research, user flows and information architecture, prototyping, design systems, accessibility, mobile, web, 3D
	Tools & AI:	Figma, Codex, Claude Code, Cursor, MCP integrations, n8n automations, local RAG (ChromaDB), Hermes Agent (self-hosted)
EDUCATION	SWPS University Oct 2019 – Oct 2020	Postgraduate studies Psychology of Design and User Experience
	Adam Mickiewicz University in Poznań Oct 2015 – Oct 2019	Engineer Spatial Planning
LANGUAGES	English / B2	

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