

# PRZEMYSŁAW CHOJECKI

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**Portfolio:** <https://monkin.co>

I'm a product designer with a passion for crafting user experiences that are not just visually appealing but also intuitive and enjoyable to use. Whether it's a simple app or a complex business solution, I specialize in designing data-heavy interfaces that turn intricate information into clean, user-friendly designs.

I'm dedicated to seeing projects through from the first brainstorming session to the final launch. I love taking on complex challenges and transforming them into elegant, easy-to-use solutions. My approach is hands-on and detail-oriented: I dive deep into planning, create detailed prototypes, and ensure every pixel is in the right place before a product goes out the door. I believe in the power of data-driven design, but I also never forget the importance of making products that users will love.

## Monkin

Jul 2018 - Present

Operating a one-person design studio as an extension of my freelance activities. Additionally, created and sold several advertising-based websites that generated steady passive income.

## AddShoppers

Contract Designer / May 2023 - Oct 2023

Contracted to streamline graphic assets and redesign segments of the admin-facing dashboard for AddShoppers and SafeOpt® tools.

## Omnilog

UI Designer / May 2023 - Oct 2023

Designed CI/CD and Mainframe Monitoring tools for Dynatrace AppEngine. Additionally, recreated Dynatrace's design system from their design documentation, as no Figma files were available, to facilitate usage by other designers within the company.

## Blink Shell

Designer / Mar 2021 - Dec 2022

Designed website concepts, iOS widgets, illustrations, and graphical assets for Blink Shell, Code, and Build. Additionally, took responsibility for research, guides, how-to content, and other community-oriented materials.

## Freelance

Designer / Feb 2004 - Jan 2018

Over the years, I designed websites for various clients and interactive agencies. Additionally, I managed numerous online campaigns, created marketing assets, designed logos, and handled various related tasks.

## HICX Solutions

Brand Designer / Apr 2014 - Oct 2014

Contracted to create a new logo, develop comprehensive branding, and an advertising strategy.

## Clearcode

Senior Designer / Dec 2011 - Jan 2014

Most of my work involved designing and prototyping interfaces for numerous AdTech and Analytics projects, as well as creating marketing websites.

## Can't Stop Games

Interface Designer / Jun 2009 - Jul 2010

Created the Can't Stop Games logo and branding materials, investor pitch deck, social media, and advertising assets. Designed user interfaces for the Tanadu and Pirate Saga games.

## NaszaKlasa.pl

Designer / Nov 2008 - Jan 2009

Created landing pages, advertisements, and assets for NK.pl.

## Internet Designers - id.pl

Web Designer / Oct 2007 - Nov 2008

Responsible for designing online campaigns, websites, landing pages, and advertisements.