ROMAN LUKS
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UX Designer - Software Art (Mar 2023 – Present)
• Created wireframes and prototypes in Figma for improving navigation experience of web application.

Personal blogging and site maintenance (Apr 2012 – Present)
Wrote and published articles. Maintained and optimized performance of WordPress website.
• Developed WordPress plugin with 300+ active installations using PHP.

UX Designer - Dialect (Aug 2022 – Nov 2022)
• Applied design thinking in the process of landing page creation.

Project Manager & Scrum Master – Red Hat (Mar 2019 – Sep 2023)
Collaborated with the global team to improve agile practices. Streamlined onboarding for new members.
• Delivered 30 small projects using Jira with a team of 13 developers.

Junior Product Manager – Flowmon Networks (Aug 2017 – Feb 2019)
Created content in cooperation with other departments. Localization. Suggested UX/UI improvements.
• Helped team keep documents up-to-date using revision system in Google Sheet & Apps Script.

Marketing Manager – Mouse Memories (Jun 2017 – Nov 2018)
Developed marketing strategy. Maintained online presence. Collected feedback.
• Represented indie game studio at over 6 game industry conferences in 4 countries.

Unity Developer - RCE systems (Sep 2015 – Sep 2016)
Developed training simulator in Unity engine for European defense company as part of a small team.
• Enabled team an easier debugging using collision data visualizer in Unity/C#, Visual Studio, Git.

Web Application Developer – CAMEA (Nov 2011 – Dec 2013)
Developed, tested & localized web app using PHP, HTML, JavaScript and MySQL. Analyzed traffic data.
• Reduced local code redundancy by the factor of 5 using refactoring in PHP.

Tester – Running Pillow (Dec 2011 – Mar 2012)
Found and reported bugs in Dragon Keeper 2. Evaluated user experience and suggested improvements.
• Improved game by uncovering 3 high-severity bugs, and reporting them in Microsoft Excel.

UXWell, UX Akademie s.r.o. (Sep 2023 – Present)
UI in Figma and Design eye lessons, Befront (2023)
Enterprise Design Thinking, IBM (2023)
Google UX Design Certificate, Youtube (2023)
Figma Essential Training: The Basics, LinkedIn (2023)
Become an Interaction Designer learning path, LinkedIn (2022)
Adobe XD Essential Training: Design, LinkedIn (2022)
Master's Degree Applied Informatics, Masaryk University, Brno (2018)
Interactive Media, Hagenberg Campus – FH Upper Austria (2016)