

ROMAN LUKS

romanluks.eu | rluks@pm.me | +420736186656 | Brno, Czech Republic

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.

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)