

ROMAN LUKS

romanluks.eu | rluks@protonmail.com | +420736186656 | Brno, Czech Republic

Junior UI/UX Designer - Figure (Jun 2024 – Present)

- Removed ambiguity and accelerated UI design by building a design system that standardizes colors, typography, borders, and spacing.

UX Designer - Software Art (Mar 2023 – Jun 2024)

- 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.

Subatomic: The Complete Guide To Design Tokens, Brad Frost (2025)

Design Systems 101, Dan Mall (2025)

Figma MasterClass, Simon Jun (2024)

UXWell, UX Akademie s.r.o. (Sep 2023 – Jun 2024)

UI in Figma and Design eye lessons, Befront (2023)

Enterprise Design Thinking, IBM (2023)

Google UX Design Certificate, Youtube (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)