

Maja Mazurkiewicz Elgut

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Product Designer | Complex Systems & Data-Intensive UX | Design Systems & Accessibility

SUMMARY

Product Designer with 4+ years of experience designing complex, data-intensive B2B and large-scale consumer platforms. Skilled at untangling intricate user flows, conducting multi-market research, and delivering high-fidelity solutions from discovery through to dev hand-off. Experienced in design systems, accessibility compliance (WCAG, EAA), and cross-functional collaboration across distributed teams. Comfortable designing for technically sophisticated users and complex operational workflows. Passionate about making complex systems feel simple and intuitive.

PROFESSIONAL EXPERIENCE

InPost Group

Senior Product Designer

April 2024 - Present

InPost operates two large-scale parcel management platforms serving 14 million and 7 million users respectively, across six international markets.

- Own and improve features across both platforms, managing end-to-end flows from discovery to dev hand-off and ensuring consistency and scalability.
- Partner with multiple development teams, product managers, and business stakeholders across six markets—navigating competing priorities and aligning on shared outcomes.
- Led accessibility improvements ahead of the European Accessibility Act, including dark mode, colour contrast, and documented screen reader and keyboard focus order—demonstrating technical compliance at scale.
- Conduct large-scale, multi-market qualitative and quantitative research; introduced performance metrics including time-on-task per screen to better inform design decisions.
- Use AI-powered prototyping tools (Lovable, Figma Make, v0) to accelerate the design process and produce higher-fidelity prototypes faster.
- Drove discovery and delivery of features including Address Book, additional payment methods (PayPal, Apple Pay, Google Pay), multi-parcel journeys, and locker capacity checks.
- Developed features enabling users to select lower lockers, improving accessibility for shorter users and wheelchair users.
- Conducted field research within logistics operations to inform the design of a new internal tool for parcel loading staff; collaborated with the Product Manager to define requirements, prototype, and validate through usability testing.
- Contributed to and updated the design system to ensure consistency and scalability across markets.

Source Digital

UX/UI Designer & Product Owner

August 2021 – March 2024

Source Digital is a B2B AdTech company offering a campaign management platform for advertising clients.

- Led a major UI overhaul of the campaign management platform, redesigning complex multi-step flows that reduced user time-on-task and improved overall usability.
- Designed and iterated on a campaign performance dashboard, enabling clients to surface and act on key data efficiently.
- Acted as both designer and product owner—defining requirements, writing documentation, and collaborating with engineers to deliver cohesive, well-specified solutions.
- Conducted user research and usability testing throughout, ensuring design decisions were grounded in real user behaviour.
- Contributed to and maintained the design system, ensuring consistency across a growing product.

EDUCATION

Master's Degree in Contemporary Chinese Art, The Courtauld Institute of Art, University of London 2019 – 2020

Bachelor's Degree in History of Art (Asia, Africa & Europe), SOAS & UCL, University of London 2017 – 2019