

Weronika Pustulka.

Product Designer with experience in digital health, patient-facing apps, and medical-device ecosystems. My work spans usability research, information architecture, prototyping, and service design, including collaboration with behavioral scientists and a US client UX team.

Experience

04/2022 – present	Product Designer S3 Connected Health	Selected client projects — client names withheld for confidentiality.
	Sleep Apnea Companion App UX Research & Design	Worked within a US client's UX team on a companion app for patients managing sleep apnea therapy. Contributed to research into patient needs and engagement barriers, and designed solutions supporting consistent daily therapy tracking.
	Patient App Evaluation & Concept Design Pharmaceutical client	Evaluated the existing app's information architecture, user flows, and engagement mechanisms to identify usability issues and opportunities for improvement. Collaborated with behavioral scientists to test new design concepts and develop evidence-based recommendations.
	Patient Journey Mapping Multiple disease areas	Developed patient journey maps across disease areas, including oncology and Alzheimer's disease, in collaboration with behavioral scientists for a pharmaceutical client.
	Cardiac Wearable Usability Evaluation Cardiac Wearable Co.	Led usability evaluation from test planning and protocol development through user studies and analysis. Delivered a report with prioritized recommendations addressing usability, safety, and regulatory considerations.
	Wound Care Pump Product & Service Discovery Wound Care Pump	Translated existing research into a patient journey map and service blueprint with the consulting team. Developed and tested concepts addressing user pain points, then used findings to prioritize features and define the value proposition and design principles.
	Auto-injector Patient App Discovery & Prototyping Auto-injector patient app	Organized workshops and defined app structure and user flows. Created wireframes, mid-fidelity screens, and interactive prototypes for initial testing; established visual guidelines and contributed to the design system.
10/2025 – 02/2026	Design Consultant Pick Me App	Reviewed the app and its information architecture, and proposed next steps for further development.
12/2023 – 02/2024	Graphic designer Dislej	Designed the logo and brand identity, and documented visual styles in a brand book.
06/2018 – 08/2018	Graphic designer Adria Art	Designed event posters and social media banners.

Certificates

2021	Design Anthropology Institut Teknologi Bandung (ITB)
2021	FCE Cambridge English
2022	Medical Device Usability Bergo Ltd
2023	Accessibility: How to Design for All? IxDF – Interaction Design Foundation
2023	Conducting Usability Testing IxDF – The Interaction Design Foundation

Skills & Tools

Accessibility Information architecture Interaction design
Wireframing & prototyping Design systems Figma Adobe Illustrator
Adobe Photoshop User research Usability testing Journey mapping
Concept testing AI-assisted prototyping AI-assisted research synthesis
AI-augmented UX workflows Generative AI for design

Education

10/2017 – 03/2023	Master of Design Bydgoszcz University of Science and Technology
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