Gabriel Mermer

UX/UI Designer & Developer

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About me

UX/UI Designer & Developer with hands-on experience in creating user centric solutions from start to finish

Skills

Design

User Research, User Flows, Wireframing, Prototyping, Usability Testing, Accessibility (WCAG), Design Thinking, UI Design, Visual Design Systems, Interaction Design

Implementation

Full Stack (HTML, CSS, JS), Mobile Apps (Kotlin, Flutter), General Coding (C#, Python), 3D Printers, Laser Cutters, CNC

Tools

Figma, Adobe XD, Photoshop, Blender, SOLIDWORKS, Android Studio

Languages

English Bilingual Polish Native Spanish Medium

Work experience

Fabrication Lab Specialist

St. Pölten University of Applied Sciences 2024 - 2025

Maintained and fixed fabrication machinery

Designed physical prototypes for researchers

Intern UX/UI Specialist

Getin Noble Bank S.A. Poland

2021.06 - 2021.08

Contributed to the redesign of a customer-facing mobile app

Improved user flows within the banking application pipeline

Performed UX research activities, including stakeholder interviews and feedback analysis

Intern UX/UI Specialist

Getin Noble Bank S.A. Poland

2020.07 - 2020.08

Designed a landing page for internal employee system

Audited and corrected 600 Design screens for design system compliance

Assisted in interface design for employer-facing tools

Education

BSc. Creative Computing

St. Pölten University of Applied Sciences 2022 – 2026

Took courses in UX/UI Design, Design Thinking, Software Development, Machine Learning

Designed and implemented a full stack newsreader web app and two mobile apps