

Maria Surawska

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Brooklyn, NY

Education

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN (UIUC) 2008
Bachelor of Fine Arts in Graphic Design
Minor in Information Technology Studies

Skills

Figma
Adobe Creative Cloud
Design Management
Design Ops
Strategy
Creative Direction
UX Design
UI & Visual Design
Wireframing
Prototyping
Sitemaps
Research
User Testing
A/B & MVT Testing
Customer Journey Maps & Personas
Lean Canvas
Marketing Websites
Web Apps
Mobile Apps
Agile » Lean UX » JIRA » QA
Microsoft Office » Google Docs
Fluent in Polish
Photography

Awards

Featured in Siteinspire
CSS Design Awards
Featured in iOS App Store
Short listed Webby's
Shorty Awards
Short listed for Cannes 2018 Sustainable Development Goals Lions
D&AD Impact Award Winner
The Webby Award 2019 People's Voice

Relevant Experience

Big Human	NYC
Director of Design	Aug '22 - Apr '25
Design Lead	Aug '21 - Aug '22

I managed a team of 6–11 designers across product and brand, overseeing end-to-end projects from discovery and strategy through concepting, execution, and handoff. I drove resource planning, hiring, and career development; spearheaded design ops to streamline workflows; maintain client relationships and contribute to pitches; and cultivate an inclusive, collaborative culture through team-building and process improvements.

Fictive Kin	NYC
Product Design Lead	Apr '20 - Aug '21

I owned the full design lifecycle for client and internal products by defining strategy, information architecture, UX/UI, design systems, and hi-fi screens through stakeholder workshops, journey maps, competitive audits, and iterative prototyping. I also led research and usability testing to validate design decisions, collaborated cross-functionally with product managers and engineers, and mentored junior designers while refining internal design processes.

Etsy	NYC
Senior Product Designer	Jul '19 - Jan '20

I designed end-to-end UX/UI for sellers and buyers on web, iOS, and Android using the Etsy Design System, built interactive prototypes, and led cross-functional workshops to validate hypotheses and translate insights into scalable features.

Someoddpilot	Chicago
Lead UX Designer	Mar '17 - Aug '18

I defined UX strategy and high-level concepting for web and digital products, conducted user research and testing (interviews, surveys, usability sessions), and partnered with stakeholders to prioritize and deliver user-centered features.

More experience can be found on my [LinkedIn](#).