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METHOD

DESIGN

Driving Products from Sketch to Mass Prod.
Design Thinking
Aesthetic Development
Conceptualization & Ideation
Brainstorming - Storytelling
Visualization, Sketching & Digital Rendering
Research & Analytic Product, Trends, Market
Brand Strategy & Vision
Knowledge of Manufacturing Process
Sustainability approach

PERSONAL

Experienced working with international
and multifunctional teams
Ability to listen carefully to team discussions
& client suggestions while keeping an open mind

TECHNICAL

Prototyping
3D Modeling
CMF & Technical Documentations

PROGRAMS

Figma	Visual Studio
Ps (photoshop)	HTML/CSS
Ai (illustrator)	KeyShot
Id (inDesign)	Solidworks
Xd	Microsoft Suite



OTHERS

Bachelor's Degree in Violin & Piano

EDUCATION

La Passerelle | UX/UI Design
UAL CENTRAL SAINT MARTINS | Sustainable Design
ACADEMY OF FINE ART'S | Master Industrial Design
DESIGN ACADEMY EINDHOVEN | Product Design

Paris 2023 London 2020 Poland 2010 Holland 2009

LANGUAGES

Polish | Native
English | Fluent
French | Advanced

RECOGNITIONS

1st place at NATIONAL COMPETITION
3rd place at ALLEGRO COMPETITION
SALONE SATELLITE in MILAN
HANSGROHE COMPETITION



Dominika Haas

UX/UI Product Designer

I draw upon multicultural experiences in various fields as design, art, graphics, & 3D to bring a unique approach to every project. My aim is to create a spark between the product and the user.

EXPERIENCE

UX/UI Product Designer

MobiWire

PARIS, FRANCE | 2019 to present

Designed UX/UI web for MiFi B2C business. This includes mapping, wireframes, mockup workflows, with complete graphical elements.
Designed UI/UX mobile OS from concept to final product and successfully launched under the MobiWire brand. This increased product experience.
Redesigned the UI/UX of mobile OS for an international telecom customer to enhance the ID of the product (which I was a designer of as well) and create a modern / user-friendly experience.
Redesigned User Interface of mobile operating system for an international "rugged" company to enhance the design and company brand image.
Provided art directions to other designers; worked with developers to execute designs into code.
Worked collaboratively inside a cross-functional team, effectively integrating the designs.
Executed design stages from concept to hand-off of final files for digital development for clients.

Product-Industrial Designer

MobiWire

PARIS, FRANCE | 2011 to present

Joined MobiWire as the first designer, where I took an active role in design development and process in-house. Job function required daily interactions with R&D engineering and suppliers in China, program management and other cross-functional teamwork. Gained a full understanding of the manufacturing process, CMF developing and adapting the design process to meet the individual requirements of each client. Traveled frequently to Asia to provide production support, meet with teams and visit suppliers.

PROCESS:

Collaboration: communicate and align with design, client, R&D and company strategy.

Research: understanding market, new technologies, product lines and quality for brand identity.

Presentation: hand & 3D sketching, supported by moodboards & necessary elements to illustrate the concept.

3D data: develop 3D files with close collaboration with Chinese R&D team and suppliers.

Communication: presenting the ID design with story and research behind it while showcasing solutions utilizing 3D modeling and visualization for better understanding.

Prototyping: preparing a model with professional mockup suppliers.

CMF: selections of colours, materials and finishing to enhance and elevate the design.

Development: daily work with engineering teams and product managers to ensure the successful implementation of industrial designs and solutions to maintain the agreed design intent.

Launch: assist consumer-facing brand, marketing content, and sales assets.

Until today I have successfully launched around 40 smartphones, bar phones and IOT products.

Product Design

Manuel Saez

NEW YORK, USA | 2010-2011

Primarily office design projects across the production cycle. Responsible for: understanding the American market and customer's needs, market analyses and comparisons, sketching, modeling, and preparing presentations. Clients included Umbra and CB2. It was a fruitful opportunity to observe and compare different methods of working and communicating.

I have always been passionate about the entire creation process - from product design to styling and art. In addition to my design interests, I have a passion for music (I play violin and piano), biographies & illustration. The last one resulted in freelancer collaboration with L'Atelier BNP Paribas.