



DAGIJA KUGEVICIUTE

Product Designer

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SUMMARY

As an empathetic product designer with experience in creating complex solutions for comprehensive digital environments, I make data-informed design decisions to deliver meaningful, human-centric products. My strategic design thinking balances user needs, stakeholder interests, and technology.

EXPERIENCE

Product Designer — ZIVVER

Feb 2024 – present | Amsterdam, NL

- Facilitating design reviews with stakeholders across 2 cross-functional teams for complex SaaS projects, focusing on enhancing user data security.
- Created 14+ new components for the Design System, ensuring compliance with W3C accessibility standards.
- Redesigned ecommerce checkout flow, resulting in a record-breaking 104% increase in new revenue within the first month.

Jr. Product Designer — ZIVVER

Nov 2022 – Feb 2024 | Amsterdam, NL

- Led the end-to-end re-design of the Conversation Starter feature, resulting in a 70% decrease in end-user inquiries.
- Evaluated the usability with users through usability tests to ensure positive churn.
- Mentored design intern by providing guidance on the product and best design and accessibility practices, fostering his professional growth.

UX/UI Designer — SPHER AB

Jan 2022 – Nov 2022 | Remote

- Owned end-to-end iterative design process of the new app to create meaningful and impactful solutions to allow women safely comeback home at night.
- Led discovery workshops, prioritization sessions, and weekly design reviews to validate designs with cross-functional stakeholders.
- Identified users' main pains and goals through user interviews, secondary research, affinity maps, task flows.

Freelance UX/UI Designer — OPEN SOCIAL

Jul 2021 – Aug 2021 | Remote/Amsterdam, NL

- Co-designed a responsive ticketing system that would increase members' engagement with the SaaS platform and increase the revenue of the company.
- Leveraged iterative prototyping to articulate and validate product designs with users and stakeholders.

EDUCATION

The Interaction Design Foundation

Apr 2023–Apr 2024 | Remote

UX/UI Design Bootcamp

Certified Jul 2021 | Ironhack | Remote

(BA) Japanese & Cultural studies

Sep 2010 – Jul 2014 | Newcastle

University, UK | Exchange in Japan

Art School Certificate

Sep 2006 – Jun 2010 | A. Martinaitis Art

School, Lithuania

KEY SKILLS

Web & App Design

Wireframing
Prototyping
Accessibility
Info. architecture
Journey mapping
Personas

Research

User Research
Market Research
Data analysis
Affinity Mapping
Usability Testing
Card Sorting

Approaches

Design thinking,
Agile, Workshops,
Product strategy

Coding

Basic HTML, CSS

LANGUAGES

Lithuanian – **Native**

English – **Fluent**

Japanese – **C1** (JLPT 2)

Dutch – **B2**

TOOLS

Figma, Maze, Hotjar, Adobe Creative Suite,
Google Suite, Miro, Trello, Otter

INTERESTS

📷 Photography

🧠 Psychology

🌲 Nature

🎵 Music