TOMASZ (TOMEK) ZEMLA

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SUMMARY

Senior Product Designer / Owner / Manager with a background in software development and design, specializing in complex data-driven and AI-powered systems. Experienced across end-to-end product design, UX/UI, and prototyping in SaaS, cybersecurity, B2B and R&D.

Led design for enterprise cybersecurity platforms and founded an AI-driven ESL learning SaaS. Strong collaborator with engineering and research teams; fluent in translating complex technical systems into user-friendly interfaces.

Fluent in English and Polish, conversational French. Design portfolio available upon request.

KEY SKILLS

- Product Design & Management
- UX/UI Design
- Wireframing & Sketching
- Prototyping
- Data Visualization
- AI Prompt Engineering

WORK EXPERIENCE

Product Designer & Founder
DictionaryGames.io
2024 - Present

- Founded and built an AI-powered SaaS application for ESL learners, responsible for product vision, UX/UI design, and full-stack implementation
- Designed data collection workflows for learning content powered by LLMs using OpenAI and Anthropic APIs, including advanced prompt engineering
- Integrated linguistic datasets (WordNet, Wiktionary) with generative AI to create structured, pedagogically sound learning content
- Designed and implemented core interfaces, user flows, and data models

Senior Product / UX / UI Designer
Flare.io | Secureworks.com | Delve Labs | Quantum Cyber Defence
2017 - 2024

- Led UX/UI design for enterprise cybersecurity SaaS platforms used by security analysts and SOC teams
- Partnered with product management, engineering, and research teams to discover, define and ship new features
- Conducted user interviews and usability testing; translated findings into feature definitions and design specifications
- Designed data-dense interfaces and visualizations for network intrusion detection, threat analysis and vulnerability management
- Produced concept sketches, wireframes, high-fidelity mockups, and interactive prototypes
- Mentored junior designers and supported front-end developers during implementation

Data Interfaces Designer & Developer
2011 - 2017
Nexalogy | Datacratic | Morgan Stanley | Ericsson

- Designed and developed user interfaces for social media analytics and data-intensive software applications and platforms
- Created 2D and 3D visualizations for big data and machine learning pipelines
- Prototyped proof-of-concept interfaces and demos for emerging communication technologies
- Defined UI component specifications and managed shared UI libraries

EDUCATION

Computer Science — Warsaw University of Technology
Computer Science — Concordia University
Computation Arts — Concordia University, Faculty of Fine Arts & Design

TOOLS & TECHNOLOGIES

Figma, Miro, Freeform, JavaScript, TypeScript, ThreeJS, SVG, D3, Canvas API, NodeJS, MongoDB, Bootstrap, HTML, CSS, JSON, REST, Electron, Git, OpenAI API, Anthropic API, Claude Code, Linux, macOS, Windows.