

Maria Rybakowska

Product designer and frontend developer working across product, web and visual systems - from research and early concepts to polished interfaces and working code. I am strongest in early-stage projects where the product and its language are still taking shape.

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EXPERIENCE

Product Designer & Frontend Developer · NiceProject

Feb 2023 - PRESENT

Split role: design systems and product work for a large enterprise client + full design ownership for NiceProject's own products.

- Contribute to a large-scale design system (Angular Material); own the redesign of **SampleApp**, defining common usage patterns and reusable templates.
- Sole designer for NiceProject's internal initiatives — led end-to-end design and frontend of **NiceLabs** (brand identity, design system, community platform).
- Own design and frontend for Wrobocon across four editions; with **250+** registered participants in the latest edition.

Product Designer · Google X (contract)

Jan 2022 - Oct 2022

Part of a cross-functional team (2 designers, 4 engineers, 5+ biologists, 1 PM) on **Planetary Optimist** which was an experimental urban biodiversity monitoring system.

- Designed smart planter hardware with embedded sensors and cameras; led iterative prototyping and field testing in Poznań, Poland (project was also implemented in Buffalo, NY); contributed to a **Google X patent**.
- Designed a Progressive Web App for pollinator tracking and public engagement, with gamified routes and QR-code educational installations.

Lead Designer & Frontend Developer · Freelance

Oct 2022 - Present (alongside full-time roles)

- Design and build websites and visual identities for early-stage companies using React, Tailwind, Webflow, and Figma.
- Includes a short engagement designing UX/UI and a design system for **Buzzarek**, a farm-to-table marketplace, validated with 100+ community members and 12 local producers before digital build..

SELECTED PERSONAL PROJECTS

Zine Local (2025) - AI discovery tool for art events in Warsaw; mood/vibe-based search instead of keywords. Built with Cursor, Cloudflare, Supabase.

First Lines (2025) - no-AI creative writing tool from a Figma Make-thon; lottery system for prompts with community validation. Full design and development.

SKILLS

Research & Design:

User Research, Wireframing, Prototyping, Design Systems, Information Architecture, RWD

Design Tools:

Figma, Paper.design, Adobe Illustrator, Adobe Photoshop

AI-Assisted Build:

Cursor, Claude, Figma Make, Lovable

Code:

React, Angular, HTML/CSS/SASS, JavaScript, Git

LANGUAGES

Polish (native),
English (fluent),
Spanish (operational),
Italian (basic)

EDUCATION

Master of Architecture, Gdańsk
University of Technology 2019–2021

Bachelor of Architecture, Università
degli Studi di Firenze 2017–2019

Bachelor of Architecture, Poznań
University of Technology 2015–2017