

Magdalena Anna Rut

Product Design & Strategy

PERSONAL DETAILS

Date of birth: 6 Dec 1988
Nationality: Polish
Based in Oslo, Norway (open to relocate)

CONTACT DETAILS

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COMPETENCES

Transforming the experience delivered to users, by positioning UX and UI design as an integral aspect of strategic product planning.

PORTFOLIO

www.magdalenarut.com

- Translating UX research into the digital products
- Qualitative and quantitative research methods
- User Centered Design
- Accessibility
- Lo-fidelity and hi-fidelity prototyping
- Design Systems
- Information Architecture
- UX strategy and planning
- Work in the cross-functional teams
- Artificial Intelligence for Design
- Design Leadership
- Critical thinking
- Human Centered AI Design
- Tailwind CSS

- Figma
- Cursor
- Mixpanel
- Dovetail
- Tailwind CSS
- Anthropic Claude
- Jira

EDUCATION

Master of Art
Engraving • Computer Graphics • Digital Art
The University of Silesia in Katowice, Poland

Bachelor's degree
Applied Art • Art Education
PWSZ in Raciborz, Poland

Bachelor's degree
Graphics & Drawing
The University of Ostrava, Czech Republic

BUSINESS EXPERIENCE

Cognite AS
Apr 2022 - present

Senior Product Designer
Aug 2024 - present

Designing enterprise-grade, data-heavy SaaS experiences for Cognite Data Fusion, simplifying complex and mission-critical workflows for industrial users. Focusing on product design from discovery to delivery, while contributing to Cognite's design system through components, tokens, patterns, and documentation. Collaborating closely with product and engineering teams, with experience working with HTML/CSS and growing technical fluency in modern frontend technologies and AI-assisted tools.

Product Designer
Apr 2022 - Aug 2024

Inveox
Jan 2020 - March 2022

UX/UI Designer

Designed personalized, user-centric healthcare SaaS solutions tailored for patients and medical industry professionals. As the leader of the Design System, I drove scalability, cross-functional consistency, and optimized engineering handoffs. Collaborating closely with Product Owners, developers, and design peers, I actively shaped product vision and long-term strategy. Additionally, I held co-responsibility for UX/usability standards across the entire medical device portfolio, seamlessly bridging software and hardware touchpoints while ensuring strict alignment with medical device usability frameworks and risk-management requirements, including ISO 14971.

Circdata
May 2018 - Dec 2019

UX/UI Designer

Developed integrated mobile and desktop solutions for the event technology sector, seamlessly bridging digital features with face-to-face exhibition and conference functionalities. Focused on enhancing B2B collaboration, I designed user experiences that enabled sales teams to foster stronger client relationships. I owned the end-to-end design process, from low-fidelity concepts to high-fidelity mockups, and closely supervised the engineering implementation. Additionally, I specialized in refining user input methods and optimizing platform customization to align precisely with user workflows and business objectives.

Labour Mobility Initiative
May 2016 - Nov 2018

Visual Designer

Directed and coordinated the design team behind the European Labour Mobility Congress, the largest European event focused on the posting of workers. I owned the comprehensive brand identity and visual strategy across all touchpoints, managing multi-channel marketing campaigns, social media, web assets, and print materials for both pre-event and live execution. Collaborating closely with a diverse range of stakeholders, I was also delegated as the key contact for European Union representatives, overseeing institutional alignment and image-related standards at the highest level.

Grupa ATERIMA
Feb 2016 - Apr 2018

Graphic Designer

As a key member of an interdisciplinary product team, I delivered high-fidelity mockups and refined UI elements for web applications and conversion-focused landing pages. I played a pivotal role in evolving the product from a basic dashboard and content library into a comprehensive digital experience. This included designing the core homepage architecture, the end-to-end course experience, and strategic engagement features, such as gamified badges and automated training reminders,designed to boost user retention and adoption.

Freelance
2012 - present

For nearly 10 years I worked as designer for Polish and international clients, the majority of which were startup companies. I supported projects from various fields as a UX Consultant & UI Designer.

ACADEMIC EXPERIENCE

Tischner European University
Jan 2021 - present

Mentor

I had the pleasure and privilege to be a mentor on mentoring sessions for the junior UX Designers and UX Researchers at the postgraduate studies.