

Michal Sambora

PRODUCT DESIGNER & CREATIVE LEAD

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Senior designer with 10+ years spanning product, visual, and brand work across Web3, DeFi, and consumer apps. Experienced in design systems, interaction design, marketing visuals, and motion shipping products from concept to market in fast-moving, remote-first environments.

EXPERIENCE

Hydration

UI & Design Systems Lead

Jul 2022 – Present

- Owned complete UI/UX for core consumer DeFi platforms (swaps, lending, stablecoin, strategies + more), taking products from concept to launch and continuous iteration through user feedback.
- Developed and managed design systems, components, design tokens, patterns to reduce friction with development team and future-proof further expansion of products
- Handled prototyping, QA, visuals for social media assets and internal tools
- Steered the design vision and led a full rebrand, working hand-in-hand with engineering through implementation, QA, and iterative improvements

Privi Protocol

Product & Visual Designer

May 2021 – March 2022

- Designed 9 consumer dApps across trading, staking, and DAO platforms (Web3), working directly with CTO and engineering in rapid sprints from concept to launch.
- Maintained multiple design system and component libraries across all products, enabling consistent fast iteration at scale.

ITMagination

Team Manager / Lead UI

Feb 2020 – Sep 2020

- Pushed UI design for institutional fintech solutions.
- Led a team of designers to deliver high-fidelity prototypes and various UI offerings for enterprise-scale banking applications.

Maise Creative Studio

Co-Founder / Lead Designer

Mar 2018 – Feb 2020

- Co-founded and scaled a boutique creative agency specializing in high-end digital products for startups, which was later acquired by a larger entity.

66 Audio

SVP Interface Design

Dec 2013 – Dec 2019

- Built and led a local design team, defining the vision for wireless audio headphones, product pages and companion apps.
- Managed web/mobile product design, marketing materials, packaging and other visuals.
- Oversaw the entire design and development process for web, iOS, and Apple Watch applications.

SIDE PROJECTS

DesignWays Conf

Founder / Design Lead

Jan 2021 – Apr 2023

- Organized one of the leading design & business-related conferences in Poland producing 4 editions.
- Led the design team for all event branding and digital materials.

KID Krakow

Founder / Design Lead

February 2016 – Present

- Workshops & meetings focused on helping designers learn new design skills, tools, and share knowledge.

SKILLS

Design

Web/Mobile UI Design, Interaction Design, Motion Design basics, Accessibility, Design Systems, AI Prototyping/POC, User research, Benchmarking, QA, Team management,

Tools

Figma, Figma, Framer, Spline, AE Basics, Lottie basics, Claude, Cursor, Windsurf, KreaAI, Github, Jira, Clickup, Notion

Languages

Proficient in English (C1), Polish (Native)