



DAGIJA KUGEVICIUTE

Product Designer

🌐 www.dagijakugeviciute.com

🌐 [/in/dagija-kugeviciute/](https://in.linkedin.com/in/dagija-kugeviciute/)

📧 dagiku@gmail.com

SUMMARY

Strategic product designer crafting bold, human-centered solutions – where empathy meets data and complexity becomes clarity.

EXPERIENCE

Product Designer – ZIVVER

Feb 2024 – present | Amsterdam, NL

- Led design reviews with stakeholders from 2 cross-functional teams for complex SaaS projects, including user settings migration and data security improvements.
- Redesigned ecommerce checkout flow, resulting in a record-breaking 104% increase in new revenue within the first month.
- Created 14+ new components for the Design System, ensuring compliance with W3C accessibility standards.
- Initiated and facilitated design knowledge-sharing workshops for a team of 4, improving collaboration, and continuous improvement in design practices.
- Led usability interviews to gather actionable user insights, informing design decisions and improving product usability.

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.
- 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 of a safety app to create impactful solutions for women returning home at night.
- Led discovery workshops, prioritization sessions, and design reviews, aligning solutions with stakeholders to drive faster decision-making.
- Identified user pains and goals through in-depth interviews with 5 users, research, affinity maps, and task flows.

Freelance UX/UI Designer – OPEN SOCIAL

Jul 2021 – Aug 2021 | Remote/Amsterdam, NL

- Co-designed a responsive ticketing system during a 3 week discovery phase, aimed at boosting member engagement and increasing SaaS revenue.
- Used iterative prototyping to 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
Personas
UX Writing

Research

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

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