



# JULIA DÜNDAR

UX/UI Designer  
Accessibility Specialist  
CPACC

## CONTACT

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Bolesławiec, Poland

## SKILLS

- User Experience (UX) Design
- User Interface (UI) Design
- Accessibility Audit and Design
- Interviews & usability testing

## TOOLS

- Figma, Sketch, Adobe XD
- Zeplin, InVision, Miro, Mural
- Photoshop, Illustrator
- Color Contrast Analyser, Wave, axe DevTools, ARC Toolkit

## LANGUAGE

- English - B2, fluent
- German - B1, communicative

## ABOUT ME

I always strive to create products that are useful to everyone – without exceptions! I have worked as both designer and accessibility specialist, which gives me a broader perspective on the processes and challenges that projects face. I am a huge fan of usability testing and popcorn

## JOB POSITIONS

<b>Capgemini</b>	2021 - now
Senior Product & Service Designer	2025 - now
Head of Accessibility Community	2024 - now
Product & Services Designer	2022 - 2025
Junior Product & Services Designer	2021 - 2022

## PROJECT EXPERIENCE

<b>UX/UI Designer &amp; Accessibility Expert</b>	2025 - now
Germany's highest federal authority	
Creating AI-related UI designs; Preparing wireframes and design proposals; Collaborating with developers and project owners; Creating clickable prototypes in Figma; Auditing UI designs and library in terms of accessibility; Creating accessibility documentation for the project.	
<b>UX/UI Designer &amp; Researcher</b> 2021 - now	

Well-known fast-food chain	
Taking ownership and managing project from a design perspective; Preparing user flow and wireframes; Working closely with developers, client and third parties; Creating marketing campaigns with an established framework and Design System; Working under time pressure and with set deadlines, Preparing prototypes and conducting Usability Tests; Designing mobile games in the app.	

<b>UX/UI Designer &amp; Accessibility Auditor</b>	2022 - 2024
The largest pension group in Germany	
Conducting an accessibility audit; adapting library, Style Guide and designs to accessibility guidelines (WCAG/BITV) for two platforms; Creating responsive and user-centred solutions; Presenting changes to the team and client; Conducting accessibility training with workshops.	

## EDUCATION

<b>Computer Graphics</b>	2022 - 2023
Postgraduate Studies, WSB-NLU	
<b>Management</b>	2020 - 2022
Master's degree, University of Economics	
<b>User Experience Design</b>	2020 - 2021
Postgraduate Studies, SWPS University	
<b>Finance and accounting</b>	2017 - 2020
Bachelor's degree, University of Economics	