JACK MILKA

UI/UX & Digital Product Designer

LOCATION
Warsaw, Poland

PORTFOLIO
mlkdesign.github.io/upwork

02 PROFESSIONAL SUMMARY

UI/UX and digital product designer working on mobile apps, web platforms and websites since 2017. In recent years my focus has been iGaming and digital products — interfaces with dense functionality such as game lobbies, wallets, bonuses and VIP features. I take products from user flows and wireframes to interactive prototypes, design systems and responsive layouts ready for development. I can also take part in implementation: building landing pages in Webflow or with HTML, CSS and JavaScript, using AI-assisted development to move from design to a working product faster.

03 CORE SKILLS

UI/UX & Product Design
Mobile app design, web applications, user flows, wireframing, interactive prototypes, design systems, responsive design, iGaming UI/UX.

Web Design & Development
Landing pages, Webflow, HTML, CSS, JavaScript, front-end implementation, AI-assisted development.

Visual & Graphic Design
Brand identity, logo design, marketing graphics, game graphics, digital and print design.

Motion & Interaction
Micro-interactions, UI animation, scroll animations, interactive experiences.

04 TOOLS & TECHNOLOGIES

Figma · FigJam · Adobe Photoshop · Adobe Illustrator · After Effects · Premiere Pro · Webflow · WordPress · HTML / CSS · JavaScript · GSAP · AI coding tools

05 PROFESSIONAL EXPERIENCE

Zexter — UI/UX Designer — Oct 2025 — Present
iGaming / Digital Products · Website · LinkedIn

- Design interfaces and user flows for iGaming products on desktop and mobile.
- Shape reusable UI components and interaction patterns to keep the product consistent as it scales.
- Prepare layouts and prototypes that product and development teams build from.

X-IT — UI/UX Designer — Oct 2024 — Present
Web & Mobile Applications · Website · LinkedIn

- Design mobile application interfaces from user flows and wireframes to final screens.
- Build interactive prototypes to test navigation and key user scenarios.
- Keep screens, states and components visually consistent across the product.

Storm Traffic — UI/UX Designer 2020 — 2023

iGaming Projects · DOU

- Designed UI/UX for the company's iGaming projects, including web interfaces and landing pages.
- Created interactive elements and visual assets for iGaming products.

Unique Media — Graphic Designer May 2020 — Oct 2024

Marketing & Visual Communication · Freelance / Remote, USA · Website · LinkedIn

- Created advertising graphics and visual assets for marketing campaigns.
- Designed digital and print layouts for brand communication.

Freelance — UI/UX & Graphic Designer 2017 — Present

Independent Client Projects · Freelancehunt, Upwork

- Design websites, mobile interfaces and digital products for independent clients.
- Create brand identities, logos and marketing graphics.

06 SELECTED WORKS

01

Black Ring — Brand Website

Dark, high-impact corporate website for an entertainment marketing company, turning its competitive focus into a confident digital identity. Brand direction, UX/UI, 3D integration and motion.

View case →

02

MR.BONE — NFT Collection Website

Immersive home for a character-led NFT collection: a bold visual language built on cinematic storytelling, collectible art and interactive scenes. Art direction, UX/UI, 3D integration and motion.

View case →

03

Storm Traffic — Company Website

Brand and recruitment website for an international affiliate marketing team, built to communicate scale, ambition and performance. Strategy, UX/UI, illustration and motion.

View case →

04

PandaWin — Online Casino Platform

UI/UX for a casino platform on desktop and mobile: games, payments, bonuses, VIP features and wallet flows in one interface system — 110+ layouts and 50+ modal states. Visual assets created together with a collaborating artist.

UI/UX Design — Jack Milka · Custom illustrations — collaborating artist

View case →

07 LANGUAGES

Ukrainian
Native

Russian
Native

English
Intermediate (B1)

08 ADDITIONAL INFORMATION

Availability

Open to freelance projects and long-term collaborations, remote or in Warsaw.