Magda Glazewska

m.m.glazewska@gmail.com
+(44)7400212515
www.magdaglazewska.com

Experience

Product Designer, Immediate Media Co

2023 - present

- Led the design of a new Radio Times app, from discovery and product definition to final specifications. Conducted interviews and usability testing, led stakeholder workshops, created user flows, wireframes and high fidelity prototypes and worked closely with developers on delivery.
- Led the establishment of Nutracheck's design function facilitating strategic workshops with senior stakeholders, laying the foundations of a scalable design system and onboarding the first design hire.
- Recognised with industry awards, including PPA Digital Product of the Year and Apple App of the Week, as well as internally as Product and Technology Person of the Year.
- Drove onboarding and personalisation strategy across multiple digital products, aligning cross-functional teams around shared goals.
- Delivered company-wide training and talks on topics like qualitative research.

Product Designer, SamKnows (part of Cisco)

2021 - 2022

- Single-handedly designed the speed test app for the Federal Communications Commission, enabling citizens to submit mobile data samples to improve broadband coverage maps.
- Led end-to-end design, from discovery and research to UI design and testing, ensuring a seamless handoff to development.
- Collaborated with product managers and developers to deliver new features and improvements to web and mobile applications for network monitoring and reporting used by major global internet providers.
- Laid foundations for the new mobile design system, driving cross-platform consistency and ensuring compliance with accessibility standards.

Technical Solutions Consultant, Facebook (now Meta)

2019 - 2020

- Developed comprehensive solutions and provided consultative services on challenging measurement and signal issues, fostering meaningful and lasting client partnerships. I gained expertise in web and advertising technologies.
- Won multiple Hackathon awards by leveraging my design expertise to prototype innovative features for Instagram and Facebook.

Technical Support Specialist, Braze

2019 - 2020

- My main role was troubleshooting complex technical issues and providing strategic guidance to our clients. I gained experience working with mobile platforms, SDKs and APIs.
- Within a few months, I became a top-performing team member, resolving the highest number of client cases whilst maintaining high customer satisfaction and contributing to our knowledge base by writing articles and process documents.
- In my efforts to improve our processes and products, I analysed technical support queries and their resolutions to find recurring usability issues and opportunities for improvement.

Education

MA Design and Innovation, Goldsmiths, University of London

2015 - 2016

- My thesis entitled 'Open-Source Product Design' proposed a novel way of designing and distributing products, based on CAD and digital fabrication technologies.

BEng Medical Engineering, Queen Mary, University of London

2012 - 2015

- My engineering degree has taught me excellent research and problem-solving skills. My final year project 'Design of a Syringe Pump for Microfluidics' comprised designing, building and testing laboratory equipment.

Recognition

Professional Publishers Association (PPA) Best Digital Product of the Year

2025

- Awarded for Radio Times app for 'an extremely intelligent product development, and the ability to bring audience along to create something new and innovative'.

Apple App of the Week

2024

- Awarded to BBC GoodFood and Radio Times apps.

Immediate Media Product and Technology Person of the Year

2024

- Recognised for outstanding work on mobile apps including Radio Times, BBC GoodFood and Nutracheck.

Facebook Judges' Choice Award on the Climate Action Prototype Forum

2020

- For 'Tapping Into Facebook's Social Super Powers' while building a solution that leverages social community and self-reinforcing effect to drive positive and sustainable behaviour change.

London Design Festival Exhibitor

2016

- Exhibited my project entitled 'Open-source Product Design' during The Goldsmiths Design Festival as a part of London Design Festival at the St James Hatcham gallery.

Skills

Brand and Product Strategy Definition / User Experience (UX) Design / User Interface (UI) Design / Wireframing / Prototyping / User Journey Mapping / Accessibility Review / Quantitative and Qualitative Research / Usability Testing, Information Architecture / Heuristic Evaluation / Copywriting / Design Systems / Visual Design / Responsive and Mobile Interface Design / Team Leadership / User-centred Design / HTML / CSS / SQL / Figma / Conversion Rate Optimisation (CRO)