BC. MICHAELA LODŇANOVÁ

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EDUCATION

Visual informatics, Graphic design

**Masaryk university
Faculty of Informatics**

Master's degree programme

2024 - present

Programming and development

**Masaryk university
Faculty of Informatics**

Bachelor's degree programme

2021-2024

SKILLS

Generative design programming

Frontend development

UI/UX design

Graphic design and Typography

SEO

3D modelling

I am a Visual Informatics student passionate about graphic design, UI/UX, and front-end development. I fell in love with creating intuitive and visually appealing user interfaces at school while creating my first web application as a project assignment. I am a hard worker, eager to learn and become a fantastic designer and developer.

Experience

September 2025 - Present
SAP Labs Czech Republic

User Experience Design Specialist

I've just stepped into a lead UX role for the IAG portfolio and I'm already shaping flows across three teams—PAM, Access Request, and related apps. Day to day, I turn ideas into clear SAP Fiori/UI5 mockups, sync quickly with PMs and engineers, and keep the experience simple, consistent, and accessible as features move from concept to build.

April 2025 - August 2025
SAP Labs Czech Republic

Junior User Experience Designer

I dove into Privileged Access Management and learned to translate complex security workflows into approachable UI. I sketched, prototyped, and refined SAP Fiori/UI5 mockups, aligned them with the design system, and partnered closely with PM/engineering to validate decisions and hand off ready-to-build specs.

October 2023 - March 2025
SolarWinds Czech, s.r.o., Brno

Associate Software Engineer in C# and Angular

I grew from intern to associate, taking on larger front-end features and contributing across the stack. I learned to work in Agile teams, designed reusable components, and balanced speed with quality—experience that now helps me collaborate smoothly with engineers as a designer.

June 2023 - October 2023
SolarWinds Czech, s.r.o., Brno

Intern Software Engineer in C# and Angular

I started by building web features, optimizing performance, and learning best practices in a real product environment. That hands-on engineering foundation became the springboard for my move into UX—understanding how designs are built and how to make handoffs effortless.

Code

Next.js	Python
Svelte	C#
Angular	C
React	Java

Design

Figma	Adobe Creative Suite
p5.js	
Blender	
Canva	