



# Nicol Colga

**Multidisciplinary Product Designer** with a background in fashion and graphic design, focused on UX and XR.

Passionate about inclusive, cross-cultural design and creating meaningful digital experiences.

## CONTACT

✉ hello@nicolcolga.com

## PORTFOLIO

🔗 nicolcolga.com

## DESIGN SKILLS

- User Experience (UX) Design
- User Interface (UI) Design
- Design Thinking
- Responsive Web Design
- Interaction Design
- UX Research
- Wireframing & Prototyping
- Typography
- Usability
- Creative/Concept Development



## EDUCATION

**WILLEM DE KOONING ACADEMY,**  
Rotterdam

- Bachelor of Arts in Graphic Design  
Minor: Data Design

*September 2018 – July 2022*

**SAPU – SCHOOL OF FASHION DESIGN,**  
Krakow

- Diploma in Fashion Design

*October 2011 – June 2014*



## COURSES

**GOOGLE UX DESIGN CERTIFICATE,**  
Coursera,

*February 2024 – October 2024*

**UXBERG SCHOOL ,**  
*Ongoing UX Design Program*

**ENTREPRENEURSHIP,**  
University of Pennsylvania,  
*October 2024*

**GOOGLE AI ESSENTIALS,**  
Coursera,  
*October 2024*



## WORK EXPERIENCE

**STUDIO CO-OWNER & DIGITAL DESIGNER**  
Studio Comrades, Rotterdam

*February 2021 – Augustus 2023*

- Co-founded studio focused on immersive 2.5D storytelling in AR/VR for museums and cultural partners.
- Led design for interactive installations using Unity, Blender, and Snap AR.
- Completed artistic residency at V2\_Lab for the Unstable Media.

*Skills: Experience design • XR • Concept development • Figma • Unity • Stakeholder collaboration*

**FREELANCE DESIGNER**

Remote

*October 2018 – December 2024*

- Delivered brand identities, websites, and visual systems for cultural and small business clients.
- Specialized in UI design, responsive layouts, and client consultation.

*Skills: Visual identity • UI/UX • Figma • Adobe Suite • Client communication*



## TECHNICAL SKILLS

### *Design & Prototyping*

Figma · Miro · Notion

### *Adobe Creative Suite*

Illustrator · Photoshop · After Effects

### *XR & 3D Tools*

Unity · Blender · Gravity Sketch ·  
Reality Composer · Snap AR · Effect  
House · MyWebAR

### *Front-End (Basic)*

HTML · CSS · JavaScript

### *Presentation & Productivity*

Apple Keynote · Microsoft Office

## EXHIBITIONS

### **Responsible Applied A.I.**

Rotterdam, NL · 2022

### **Dutch Design Week**

#### **‘Manifestations’**

Eindhoven, NL · 2022

### **Distant.Gallery**

Virtual · 2023

### **‘Realities in Transition’,**

test lab at V2\_publishers

Rotterdam, NL · 2023

### **‘Realities in Transition’,**

XR Camp

Zagreb, HR · 2023

## AWARDS

### **Student XR Awards**

Best immersive and Extended · 2022

**Nominee** *Dutch Design Week*

*Manifestations Young Talent Award 2022*

## LANGUAGES

**POLISH-** Native

**ENGLISH-** Upper Intermediate

**DUTCH-** Intermediate



## WORK EXPERIENCE

### **FASHION & PRODUCT DESIGNER**

Gena Hatwear, Poland

*July 2014 – October 2014*

- Designed and prototyped winter collection; led collaboration with suppliers and owners.

*Skills: Fashion design · Product development · Collaboration · Material sourcing*

### **CREATIVE SABBATICAL**

Southeast Asia

*January 2025 – April 2025*

- Traveled across Southeast Asia, gaining exposure to diverse visual cultures and everyday design practices. Collected inspiration for future design and UX projects.

*Skills: Cultural awareness · Observation · Visual documentation · Creative inspiration*

### **WAREHOUSE QUALITY SPECIALIST**

Lekkerland DC, Waddinxveen

*October 2018 – December 2024*

- Ensured high-accuracy dispatch of sensitive goods using barcode and quality protocols.
- Coordinated communication across logistics, team leads, and transport staff.

*Skills: Quality control · Accuracy · Communication · Process management*

### **TRAINER & WAREHOUSE ASSISTANT**

Jumbo DC, Woerden

*March 2015 – Augustus 2018*

- Trained and onboarded new employees; created and delivered instructional sessions.
- Supported goods intake, resolving team and cultural challenges.

*Skills: Training · Logistics · Cross-cultural teamwork · Employee onboarding*



## SPEAKING

### **“WE ARE THE NEXT GENERATION”**

Bump Festival, Belgium,

*June 2023*

- Presented Studio Comrades’ 2.5D method—exploring the intersection of 2D and 3D storytelling to create immersive, socially engaged experiences.