

Personal Information

Name

Matúš Solčány

Nationality

Slovak

Date of birth

17 November 1991

Gender

Male

Languages

Slovak, Czech, English

Current home

The Netherlands

Contact

Email

matus.solcany@protonmail.com

Portfolio

www.matussolcany.com

Tools

Design & Prototyping

Figma, Adobe Creative Suite(Illustrator, After Effects, Indesign, Photoshop)

Development

Html, (S)css, Javascript, Python, GoHugo, Processing, P5.js, Aframe VR, Git

Miscellaneous

Photogrammetric 3d scanning with Metashape, Blender

Competencies

Digital design, Interaction design, Digital prototyping, Experience design, Graphic design, Web development, Creative coding, Video editing

Work experience

2015-2016

Digital Designer

Zaragoza

2016-2021

Freelance Creative Developer & Digital Designer

Notable clients

Goethe Institut Bratislava

HB Reavis Slovakia

Slovak National Gallery

Subdigital

Education and courses

2007–2011

Graphic design

High School of Animation, Bratislava(SK)

2011–2015

BA Digital Design

Tomas Bata University, Zlín(CZ)

2016

Data Visualisation with Clojure and Thi.ng

Taught by Karsten Schmidt, London(UK)

2017

People Centered Research

Copenhagen Institute of Interactive Design(DK), summer school, taught by Shruti Ramiah and Momo Miyazaki

2017

Artefacts From the Future

Copenhagen Institute of Interactive design(DK), summer school, taught by Kevin Cannon and Ulrik Høgrebe

2018–2020

MA Information Design

Design Academy Eindhoven(NL)

Recognition

2016

Klima App

Slovak National Gallery art & data hackathon

Best prototype prize

2016

BureauBot

Resco MadHack

Audience prize

2017

Follower VR

Bratislava Game Jam

Honorary recognition

2017

Sen X Skutočnosť (Dream X Reality)

Biela Kocka

Best educational project

2019

Niet Te Vergeten

HackaLOD

Audience prize