

Portfolio.

1. Restaurant Wireframes

The process of creating the structure of the restaurant website.

The wireframing, visually representing the future structure of the restaurant website (or cafe, specializing on Japanese sweets)

The steps made before wireframing can be seen in this file: [Link to pdf file \(Concept, Target Audience, Strategy, Outline of Scope, Sitemap \)](#)

More wireframes: [Link to pdf file \(see in the folders\)](#)

2. Bespoke Design

The prototype of the personalization tool for gift-giving experience.

The aim of the project Bespoke Design was to design gift-giving experience and its components, such as emotional message, personalization tool and unwrapping experience.

During the course I came through all of the stages of Design process. I conducted the research with the user, my Here you can see the elements of the prototype of the personalization tool. The main suggested functions are creating the engaging and challenging puzzled photocard and writing a letter, expressing the feeling and emotions of giver to receiver.

[Prototype link](#)

3. App UI Development

The sketching process of creating the UI design for app

The process of developing UI for the App, the main function of which is finding the specific product (taiyaki) nearby, in the area. Includes the description, inspiration board, development of the buttons, the menu and map views.

Presentation with a bigger scale: [Link to pdf file \(see in the folders\)](#)

4. Design and Creativity

The prototype of the app including the information about design technique.

The prototype of the App includes the main interactions between the screen with small articles, dedicated to Design Techniques. Has menu with four main topics- Rules for Diverging, Rules for Converging, Diverging Techniques and Converging Techniques, those can be easily accessed and found in the app.

[Prototype link](#)