Anka Janas

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I am a digital product designer based in Scotland and a proud graduate of BDes Product Design at The Glasgow School of Art.

I specialise in product, UI and UX design for the digital world.

I believe in user-centered design practices that enable me to deliver meaningful product experiences.

Skills

Sketch   ● ● ● ● ○

InVision   ● ● ● ○ ○

Balsamiq   ● ● ● ● ○

Principle   ● ● ● ● ○

Illustrator   ● ● ● ○ ○

Photoshop   ● ● ● ○ ○

InDesign   ● ● ● ● ○

AfterEffects ● ● ● ○ ○

Workshop

UI and UX design
Service design
High fidelity wireframes
Low fidelity wireframes
Storyboards
User flows
Mock ups
Personas
User scenarios
Service blueprints

Workflow

User-centered approach
Iterative process

Engaging with users

User interviews, observations
Product testing with users
Facilitating workshops with stakeholders

Education

The Glasgow School of Art, 2017
BDes Product Design (2.1)

Product Design course at The Glasgow School of Art is greatly focused on social sciences and user-centered design, initiating each project with an extensive user research followed by product iterations and user testing.

Noteworthy mentions

Lumiai, 2016

Lumiai was a startup idea for creating a language learning platform using VR and storytelling. I participated in the project which managed to get to a final stage of Innovate UK competition for substantial funding. Taking part in the project allowed me to gain insight into design thinking and lean design for SME.

Design exhibition, 2017

Upon graduating from The Glasgow School of Art, I had an opportunity to proudly present efforts of my work from the final year at the university in Glasgow, followed by showcasing and discussing my projects with exhibition visitors of the Candid Arts Trust in Angel, London.

Anatomy Artbook, 2018

Collaboration with final year students of Edinburgh School of Medicine. I had the pleasure to lead a design team and create an anatomy workbook. The workbook employs creative ways to teach anatomy through photography, art, and painting.

Beside design

I experiment with coding in HTML, CSS, and JavaScript.

Mimo.hue is my creative practice in which I create bold, abstract art.