

Work samples by

**Ana Risteska,  
UI Designer and Front-end Developer**

**Statement**

Information or a functionality only has value when it is successfully communicated. If it cannot be accessed or understood, it loses its value. Therefore my goal is to design and implement visually engaging, functional and intuitive interfaces that will allow the users to find the information they need, accomplish their personal goals or carry out tasks, as quickly and easily as possible.

**Design tools**

Adobe Illustrator, hand sketching

**Development tools**

HTML5, CSS3 and preprocessors, JavaScript and JavaScript based frameworks (AngularJS and jQuery), responsive design frameworks (Bootstrap and Zurb Foundation)

**Visual cost-benefit analysis**

How sound are the investments and decisions?

**If I were a Chancellor...**

...how would I deal with the deficit?

**FICAST**

Visual design (web layout, UI elements), UX and interaction design.

Front-end development in progress.

FICAST (“FISCAl Accountability, Sustainability and Transparency”) is a project for building tools for fiscal transparency in Macedonia. Its objective is twofold: first, to improve the capacity of civil society and media to contribute to evidence-based economic dialogue in the country, enabling more participatory and transparent policymaking and, second, to increase the public awareness for the process of spending public money.

Thus the interactive tool FICAST allows the users

- to act as Chancellor, set their own budget and see the consequences of their choices;
- to visualise the cost-benefit analysis for 9 policies and see how beneficial they actually are

**The design**

Working on the design was very challenging: the UI was supposed to keep the users' attention, so they would stay engaged in the exploratory process when interacting with the data. The main goal of the platform is to help the people draw conclusions about the spending and to facilitate decision making, so I tried to achieve a visual consistency between:

- data (taxes, spending, policies);
- the controllable parameters (sliders and switches in the first part and selection of a policy that has to be visualized)
- end outputs (the graphs, the conclusion for the cost-benefit calculation).

**The implementation**

HTML, CSS3, d3.js

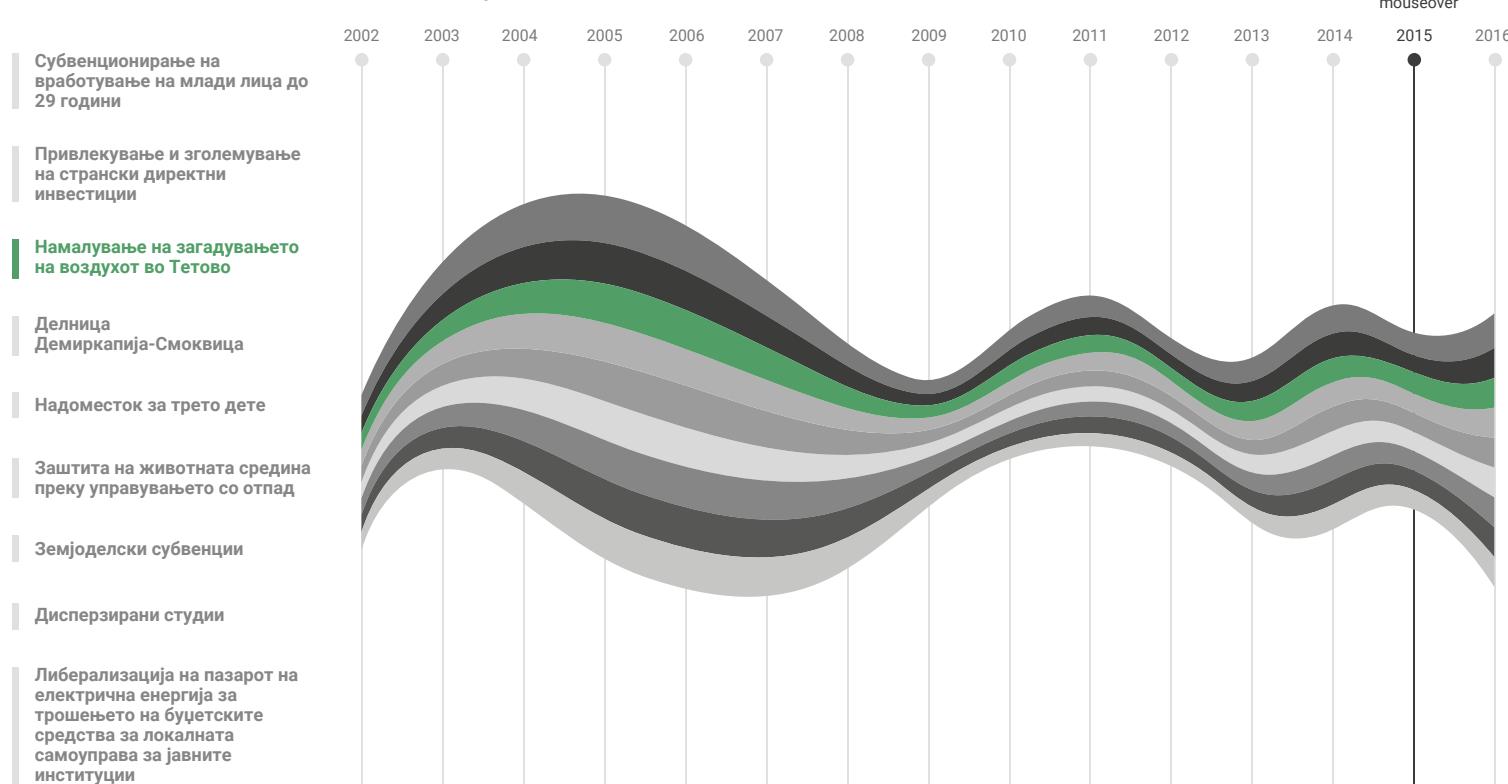
\* The development of FICAST is ongoing and done with collaboration with back-end developer.

## АНАЛИЗА НА ТРОШОЦИ И ПРИДОБИВКИ

Колку изнесуваат трошоците, а колку приходите на 9 политики донесени за Македонија?

Анализата на трошоци и бенефити (кост-бенефит анализа) се користи за да се споредат и оценат сите предности и недостатоци на одредени политики или мерки. Таа е важна за донесување правилна одлука.

### Одбери политика донесена за Р. Македонија:



Вака креираната политика

**Намалување на загадувањето на воздухот во Тетово**

**НЕ Е ИСПЛАТЛИВА**

Вкупна нето сегашна вредност за целиот период

**-380 094 793** денари

Дисконтирани бенефити

**1 276 020 189** денари

Дисконтирани трошоци

**1 656 114 983** денари

**Политика за намалување на загадувањето на воздухот во Тетово**

Студии за политиките

Кост-бенефит на долг рок

Кост-бенефит 2009 - 2014

#### ТРОШОЦИ

#### БЕНЕФИТИ

Капитални трошоци кои би се покриле од донации и фондови

Приходи на комунални претпријатија од давачки на домаќинствата

Инвестиции во градежни работи и изградба на нова депонија

Потенцијални приходи од рециклирање на хартијата од комунален отпад

Инвестиции во затворање на нестандартна депонија

Инвестициони трошоци во транспортна опрема (за 3те регионални центри)

Инвестиции во градежни работи и изградба на останатите депонии

Персонални трошоци за вработените во МЖСПП во првичната фаза од 6 години (плата и обуки)

Вкупни трошоци кои би се покриле од донации и фондови

Оперативни трошоци

Оперативни трошоци за функционирање на 2та регионални

Субвенционирано вработување

Странски директни инвестиции во Македонија

Политика за намалување на загадувањето на воздухот во Тетово

Делница Д.Капија-Смоквица

Имај трето дете

Заштита на животната средина

Субвенционирање на земјоделството

Високо образование по секоја цена

Либерализација на пазарот за електрична енергија

## КОГА БИ БИЛ/А МИНИСТЕР/КА ЗА ФИНАНСИИ...

Колкав долг, трошоња и даноци ќе изберете за следниот период?

### КАКО ЈАС БИ СЕ СПРАВИЛ/А СО ДЕФИЦИТОТ?

Hello! At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum deleniti atque corrupti quos dolores et quas molestias excepturi sint occaecati cupiditate non provident, similiq...  
ue sunt in culpa qui officia deserunt mollitia animi, id est laborum et dolorum fuga.

1. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

0,3 % БДП

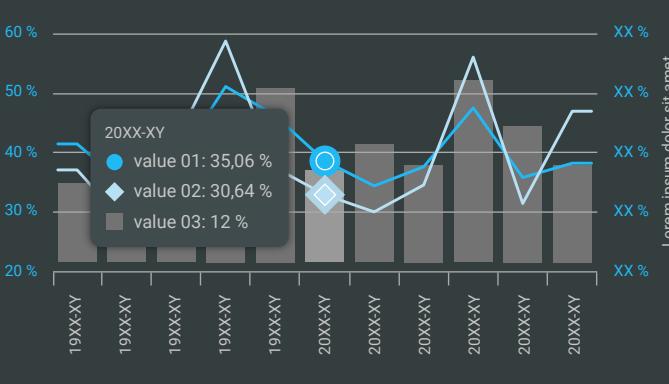


2. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

0,3 % БДП



Трошоците, данокот и позајмиците како дел од БДП



Какви одлуки ќе донесете за даночната политика и висината на даноците, висината на трошоците и во крајна линија колку ќе се задолжите во следните неколку години? Оваа интерактивна алатка, ќе ви овозможи да бидете Министер/ка за финансии, да донесете одлуки за долгот и даноците и да направите распоред на расположливите средства.

### КАКО ЈАС БИ СЕ СПРАВИЛ/А СО ТРОШОЦИТЕ?

Hello! At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum deleniti atque corrupti quos dolores et quas molestias excepturi sint occaecati cupiditate non provident, similiq...  
ue sunt in culpa qui officia deserunt mollitia animi, id est laborum et dolorum fuga.

1. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

0,3 % БДП



2. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

НЕ



ДА

3. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

НЕ



ДА

At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

16 %



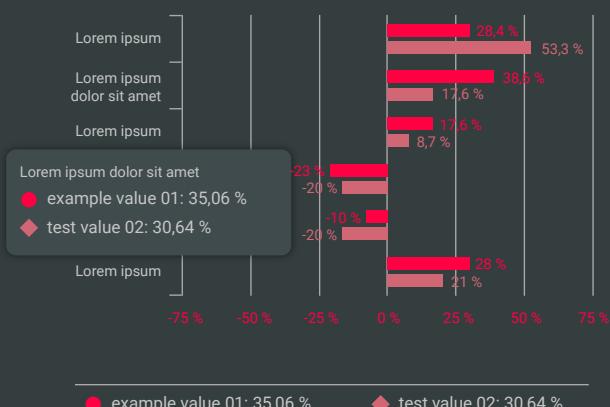
4. At vero eos et accusamus et iusto odio dignissimos ducimus qui blanditiis praesentium voluptatum uga?

НЕ



ДА

Вашиот план ја предизвикува следната промена на трошоњата





## DirectPoll

Visual design (branding, web layout, UI elements), UX and front-end development

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✉ <http://directpoll.com>

▶ promotional video: <http://goo.gl/GM6N2d>

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DirectPoll is an interactive live-voting tool for opinion polling at events, presentations or interactive television shows. Moderators can conduct polls and the participants can vote with their smartphone, tablet or computer via URL. The results are then displayed live to the viewers in a real-time updated bar chart. In this way, DirectPoll enables high degree of interaction between the audience and the moderator. The product DirectPoll has been awarded two “Best of Swiss Web” awards in 2014.

### The design

The logo represents a bar chart, which is the main output of the polling with DirectPoll. Since the platform is intended for larger audiences, the color scheme is carefully chosen in order to meet the usability standards. The overall design was a great UX challenge, because we wanted that the poll creation process happens on a single screen, without using a wizard that would require extra navigation. In addition, the single-screen admin page gives the poll conductor the opportunity to add a question to the poll on the fly or to change the color scheme for the result chart.

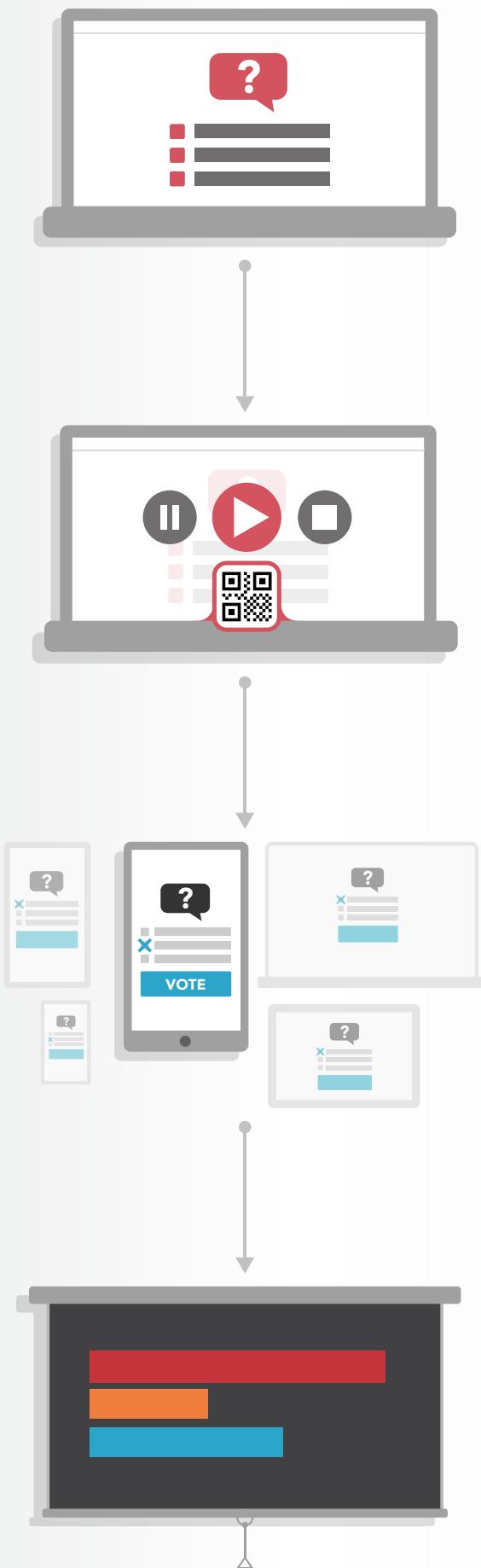
### The implementation

HTML5, CSS3 and JavaScript

The bar chart is created with Canvas (JavaScript only).

Frameworks: Zurb Foundation for implementation of the responsive design and jQueryUI for the voting screen.

# How it works?



## CREATE A POLL

Create a poll with single or more questions. Then steer your poll with the cockpit player and decide which question is on air.

## STEER AND SHARE YOUR POLL

Play the poll and use the voting link or QR-code to share your poll with the audience.

## GET THE VIBES FROM THE CROWD

By following the URL and casting a vote, your audience can share its feedback in an instance.

## VISUALIZE RESULTS IN REAL TIME

The real-time updated bar chart will display the results from your poll

**DirectPoll**

My browser of choice is

Firefox  
 Chrome  
 Safari  
 IE  
 Opera

**VOTE**

Engineered by **netcetera**

**DirectPoll**

PAUSE    NEXT    STOP

1. My browser o ...

1. My browser of choice is

2. My favorite JS framework is

My browser of choice is

Firefox 0 0

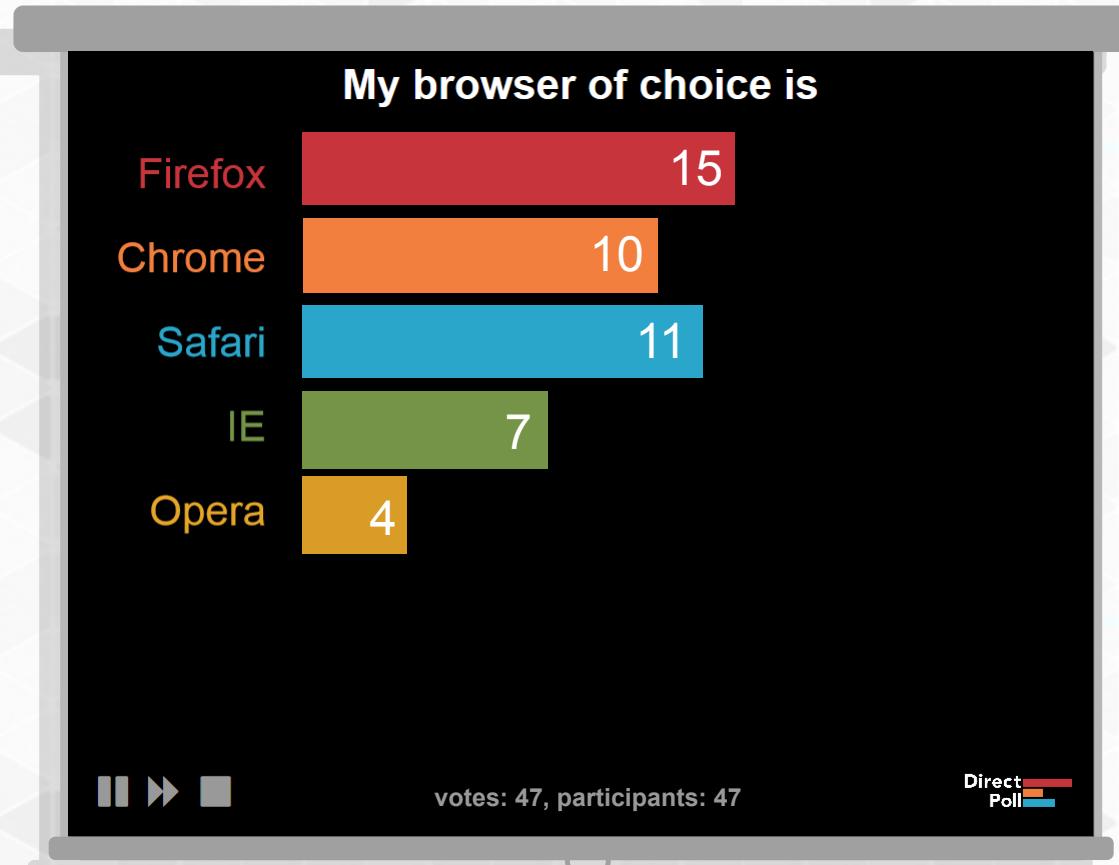
Chrome 0 0

Safari 0 0

IE 0 0

Opera 0 0

Settings  
Hide answer  
Mark the correct  
Question type  
single choice





## GNOME Shell 3.6

Development of the new features and improvements

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🔗 GNOME news about 3.6: <https://goo.gl/KXAwDY>

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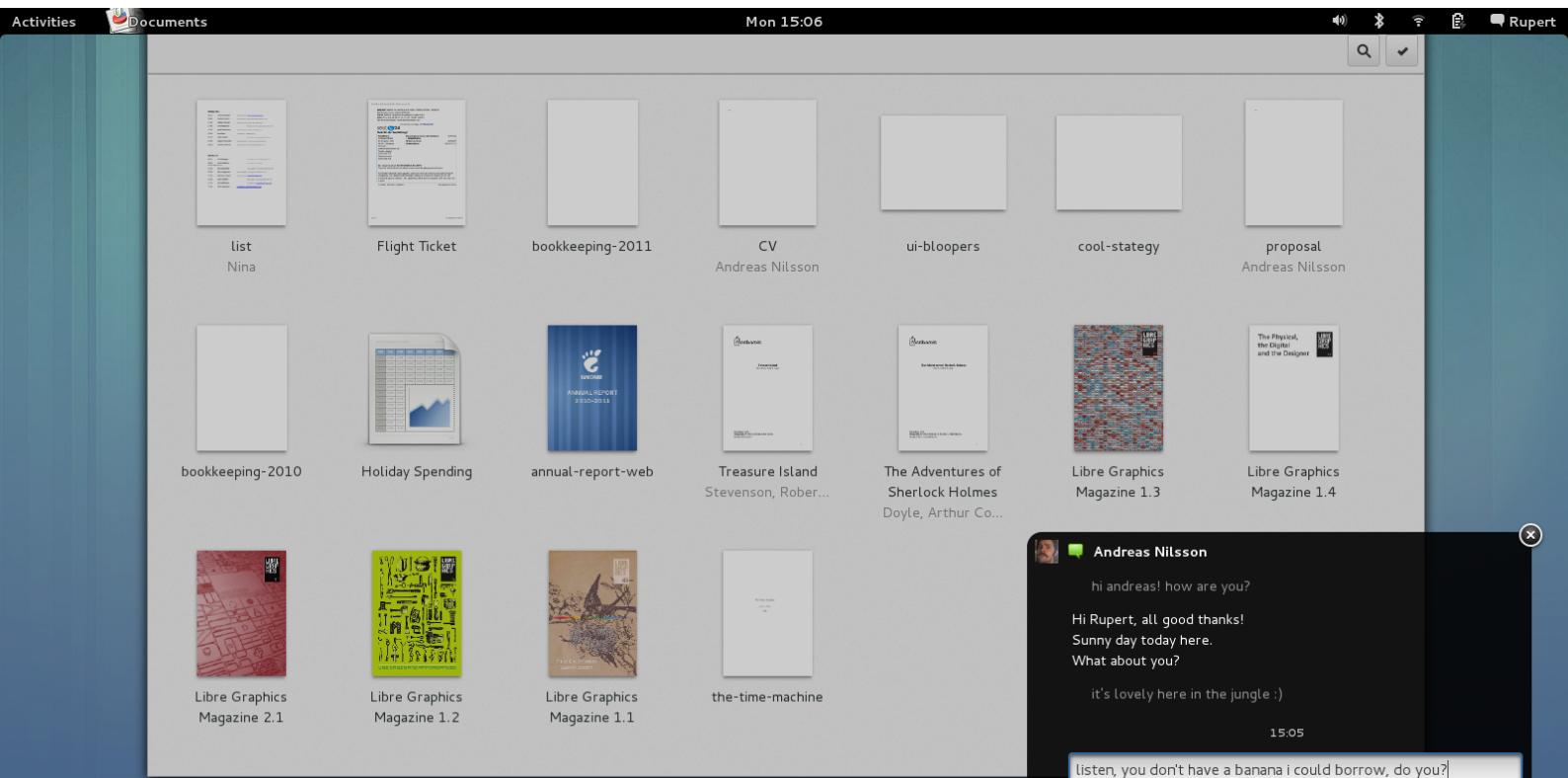
Development of desktop interactions and implementation of parts of the design for the shell of the GNOME 3.6 desktop: presence in chats as an icon (online, offline, away, busy), close buttons on expanded notifications, the new look of the message tray (the bottom bar of the main interface that contains the active applications and notifications) and “Mute/Unmute” feature of the integrated chat.

### The design

Working with pre-designed artifacts by the GNOME design team.

### The implementation

JavaScript; CSS3





**Bachelor thesis:**

## **Research on intrinsic 3D - product metadata in virtual environments (Erforschung von immanenten Produktmerkmalen in virtuellen Welten mittels Avataren)**

Researcher, developer and UI designer

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▶ Demo: <https://goo.gl/JJj2PY>

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The essence of the thesis was the development of interaction metaphors for multisensory output of properties of an object in virtual environment. The exploratory work was based on a 3D-model of a virtual kitchen, designed in the Virtual Engineering Laboratory of the Karlsruher Institut für Technologie and it was conducted within the scope of two scenarios:

- “Exploration of the environment/surrounding area” which covers the ways an avatar can discover objects in its surrounding and explore its physical attributes;
- “Shopping cart” where the metaphors for describing attributes/features of an object/product are based on the commercial product catalogues and are used for developing a “shopping” experience in the projected environment.

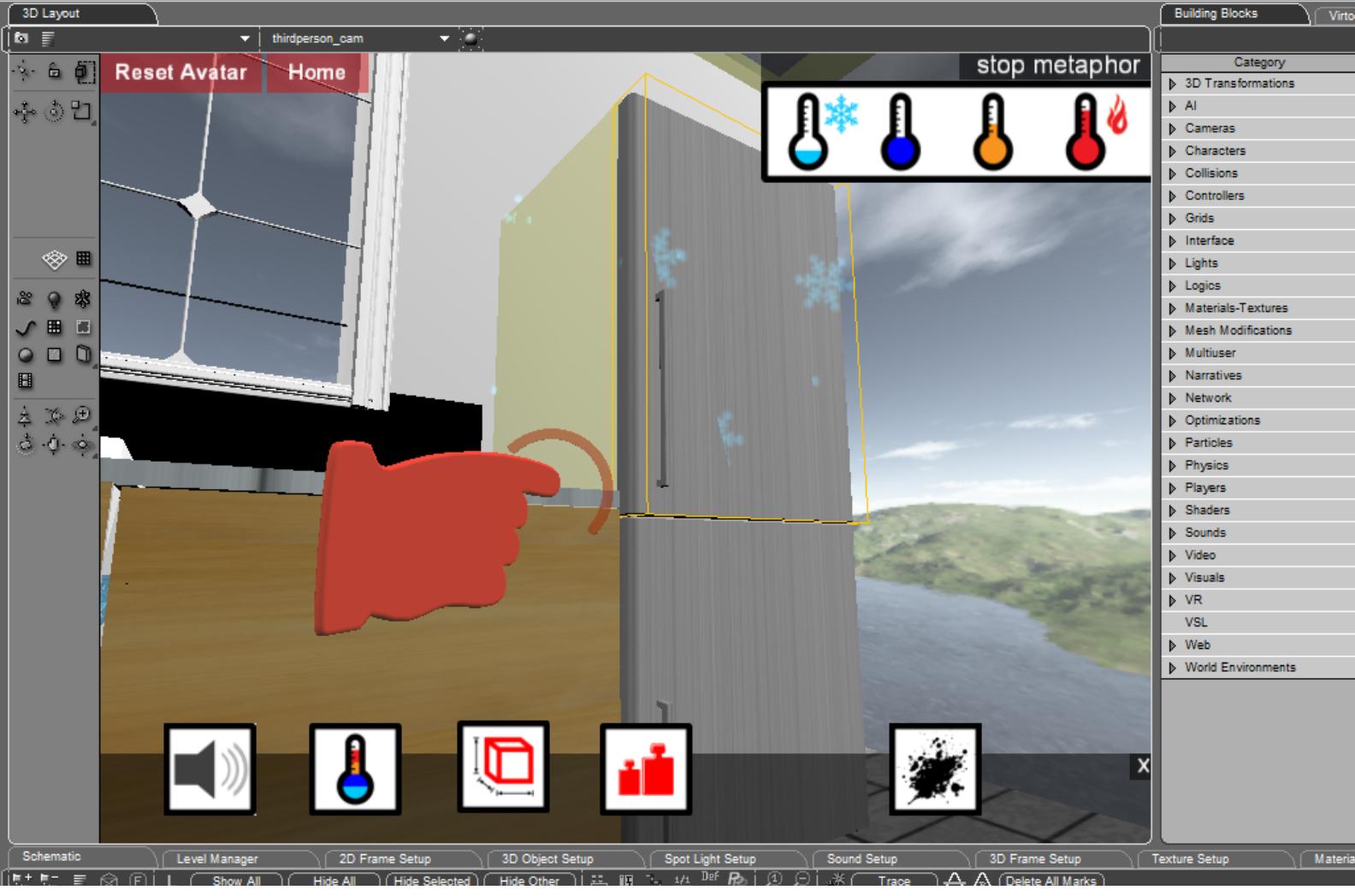
The avatar was implemented as a 3D-model of a pointer hand and could be navigated in the environment (virtual kitchen) via input devices. Additionally I have worked on the development of symbolic representation of immanent characteristics (such as explicit geometry, sound emission, temperature etc) via symbols, colors, motion, sounds and sound frequency.

### **The design**

For the symbolic representation of the characteristics, I have chosen symbols, metaphors and colors that are familiar to the users and cross-culturally understandable.

### **The implementation**

C++ SDK of 3DVIA Virtools, a development environment and behavioral engine for creating 3D- and VR-applications





## Gender Reactor (Rodov Reaktor)

Visual design (branding, web layout, UI elements), UX and front-end development

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<http://rodovreactor.mk>

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Gender Reactor is a website that visualizes gender-disaggregated data from various sources. By providing access to studies and infographics, the website gives an overview of the status of women and men in the Republic of Macedonia and highlights systemic inequalities that still exist. The goal of the platform is to provide easily accessible, interactive and visualized data in different formats (texts, static infographics and interactive graphics) that could be useful for open-ended exploratory work for researchers, but also to capture the informational needs of broader audiences.

### The design

Since the goal of the platform is primarily data visualization, I have used a combination of pie chart for the logo and bubble chart for the overall design. For the color palette, I have tried to go beyond the more common color combinations for representation of gender and I have balanced the color scheme out by setting the muted purple as a basis color. The selected hues for the branding were also used to highlight parts of the interface, such as links, active elements or the :hover styling.

### The implementation

HTML5, CSS3 and JavaScript;  
Frameworks: Bootstrap for implementation of the responsive design, jQuery for the interactive elements and Highcharts for the charts.



## РОДОТ И СЕМЕЈСТВОТО

### ГРАФИЦИ

[Почетна](#) > [Родот и семејството](#) > [Графици](#)

#### Доколку во семејството има деца или пак стари лица, не е исплатливо мајката да работи

График од истражувањето Клучот за стаклената врата - Демистифирање на проблемите на жените на пазарот на труд

На графикот се претставени процентите на согласност со анкетното прашање, односно ставот "Доколку во семејството има деца или пак стари лица на кои им е потребна грижа, не е исплатливо мајка да работи".

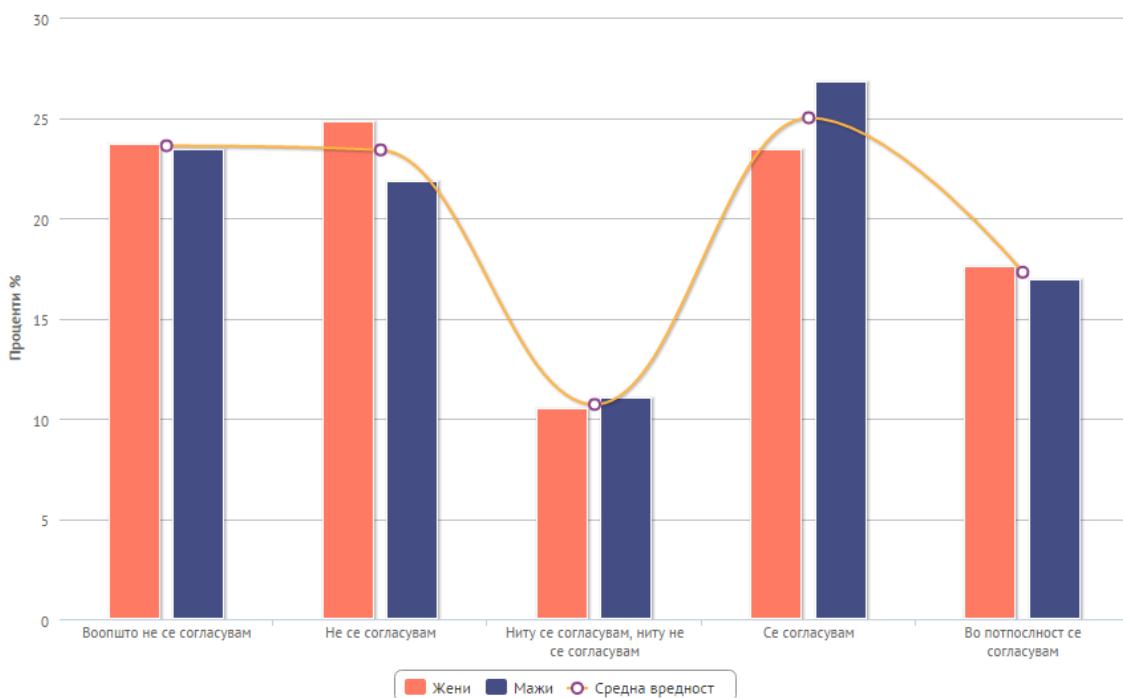
Како што може да се види од графикот, ставовите на граѓаните на Македонија се разликуваат по ова прашање, па така голем дел и од мажите и од жените се согласуваат дека доколку има потреба од грижа за деца или стари лица, неисплатливо е жената да работи. Овие наоди посочуваат на тоа дека просечните примања на жените во голем дел од Македонија се пониски од цените за негуватели, како и на потребата од подостапна институционална поддршка (градинки и/или домови за стари и изнемоштени лица).

Сепак ова е вистина за помалку од половина од населението, од графикот се гледа дека исто толку голем број од граѓаните не се согласуваат со оваа изјава, а секој десетти е воздржан. Разликите во одговорите на мажите и жените се незначителни.

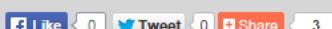
Прашалникот е спроведен во 2011 година на национален репрезентативен примерок од 1047 граѓани на РМ на возраст над 18 години. Од испитаниците нешто повеќе од половина (51.3%) се жени.

#### Упатство за користење

Доколку во семејството има деца или пак стари лица не е исплатливо мајката да работи  
2011



Одбери визуелизација: [видео](#) [внезди го графикот](#) [побарај сирови податоци](#)



> Политика

› Семејство

Истражувања

Графици

Инфографии

> Економија

> Млади

> Урбано планирање

> Здравје

> Образование

> Социјална политика

> Останати

#### Графикот припаѓа на категориите

[Родот и семејството](#)

[Родот и економијата](#)

#### Други истражувања

[Јавни установи за згрижување и воспитание на деца - детски градинки](#)

[Жените и мажите во Република Македонија](#)

[Анкета за работната сила](#)

[Анкета за користење на времето](#)

[« Назад кон останатите графици од оваа тема](#)

[Кон другите графици од ова истражување »](#)



# СКОПЈЕ РАСТЕ

SKOPJERASTE.MK

## Skopje is Growing (Skopje raste)

Design (branding, web layout, UI elements) and front-end development

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✉ <http://skopjeraste.mk/>

▶ A how-to: <https://goo.gl/kuhZzq>

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Skopje is Growing is an award-winning platform ("On Think Tanks" - Data Visualisation Competition, 2014) and it is aimed to providing comprehensive, yet accessible information about urban planning in Skopje through clear visual data of urban elements over time. The interactive data can be seen through four layers: buildings, parking, green areas and legal/illegal buildings, in different chronological points - 1990, 2012 and the projected future in 2020. The users can clearly see the 2D/3D plans and make sense of what is otherwise an 'experts only' layout used in the official Detailed Urban Plans.

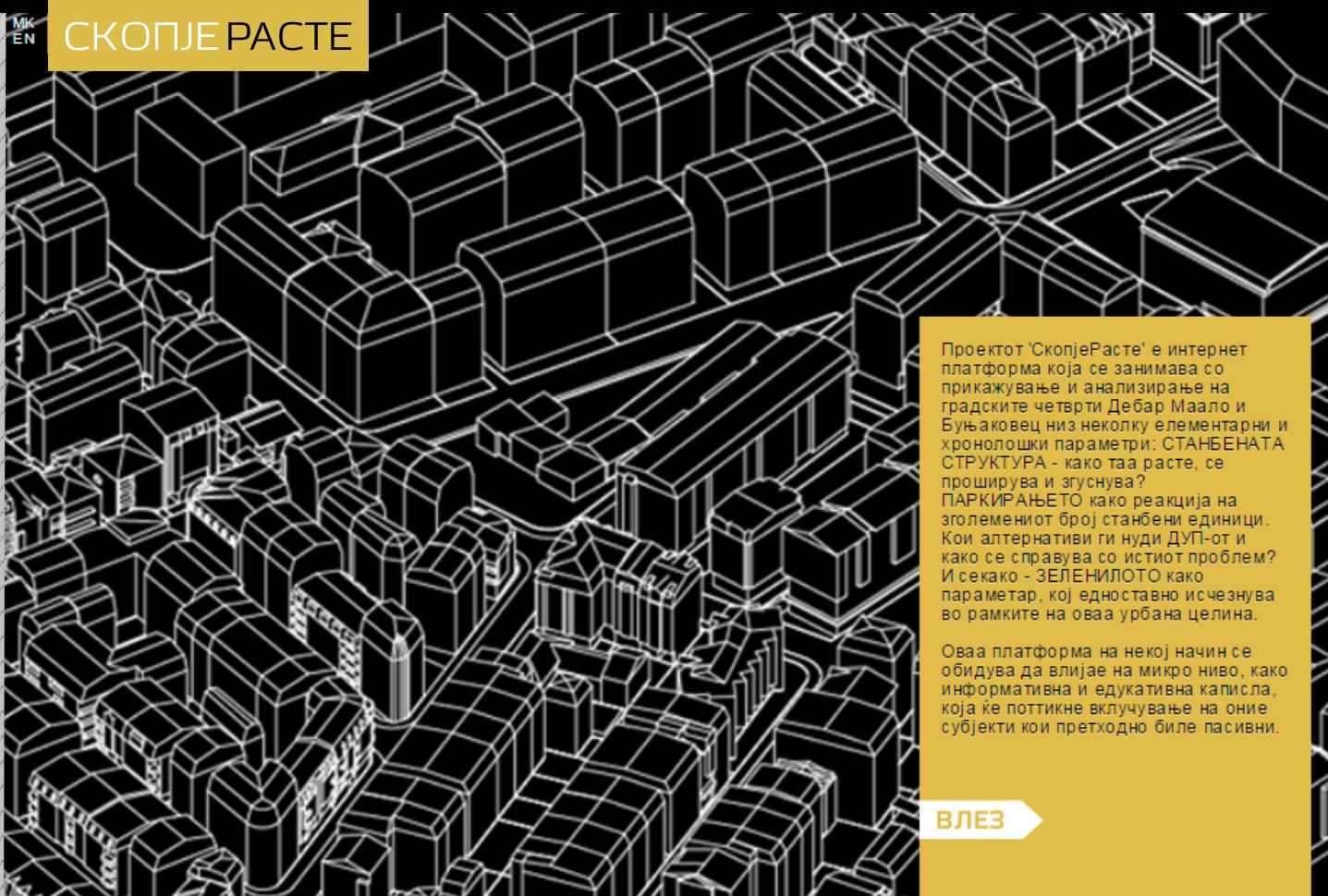
The currently active website is the 2. version of the project whereas I have participated in the development of the first one (as seen on the How-to video and on the screenshots).

### The design

Since the map has multiple representation levels, I tried to design a simpler but intuitive UI that could encourage the users to discover the layers in more detail.

### The implementation

HTML5 and CSS3



Проектот 'СкопјеРасте' е интернет платформа која се занимава со прикажување и анализирање на градските четврти Дебар Маало и Буњаковец низ неколку елементарни и хронолошки параметри: СТАНБЕНАТА СТРУКТУРА - како таа расте, се проширува и згуснува? ПАРКИРАЊЕТО како реакција на зголемениот број станбени единици. Кои алтернативи ги нуди ДУП-от и како се справува со истиот проблем? И секако - ЗЕЛЕНИЛО како параметар, кој едноставно исчезнува во рамките на оваа урбана целина.

Оваа платформа на некој начин се обидува да влијае на макро ниво, како информативна и едукативна каписла, која ќе поттикне вклучување на оние субјекти кои претходно биле пасивни.

**ВЛЕЗ**

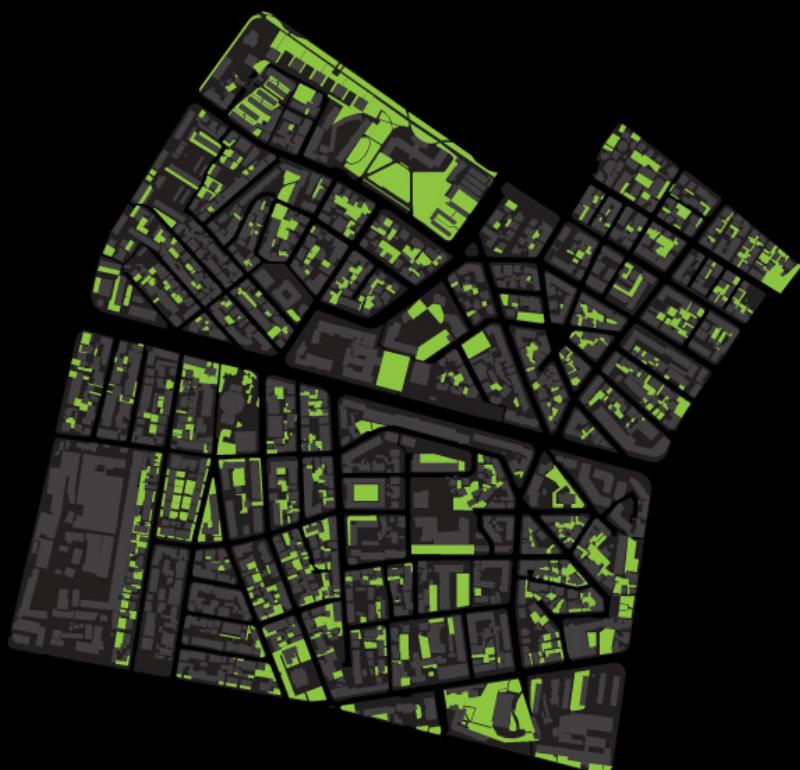
## СКОПЈЕ РАСТЕ

АДРЕСА | ПАРЦЕЛА



ГРАДСКА ЧЕТВРТ

ЗА ПРОЕКТОТ



НАСЕЛБА

ГРАДСКА ЧЕТВРТ

ГОДИНА/ПЛАН

ЦЕНТАР

1990 2012 2020

УРБАНИСТИЧКИ ПЛАН

ЗГРАДИ

ЗЕЛЕНИЛО

ПАРКИНГ

БЕСПРАВНО



## Civic Engagement (Gragjansko uchestvo)

Design (branding, web layout, UI elements), UX and front-end development

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🔗 <http://graganskoucestvo.mk/>

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GraganskoUcestvo.mk is a visual presentation of the results from the “Civic Engagement” research conducted by the think-tank Reactor - Research in Action. The study explores the state of civic participation in Macedonia: sense of belonging in the community, differences between younger and older citizens, reasons behind the low participation in initiatives, different types of volunteerism, as well as the relationship between the engagement, trust, belonging and general well-being. My role in the project was to set the visual language for the data from 2012 and to do the implementation, which set the basis for the website’s design/development for the next years.

### The design

The results from the collected data were quite interesting and we wanted to make the process of its exploring fun. That's why instead of going with flat infographic, we decided to enliven its usual static format and represent it in a vibrant way – with animation that is triggered as the user scrolls down in parallax-style and bold colors.

### The implementation

HTML5 and CSS3 with strong focus on CSS3 animations.  
Libraries: skrollr, a JavaScript parallax scrolling library.

## CIVIC ENGAGEMENT 2012

Civic engagement as a concept is a fundamental component of a healthy democratic society. An engaged citizenry, i.e., citizens that are actively involved in the improvement of their communities and their country, is immensely valuable for a vibrant civil society and is the main indicator for healthy communities, a democratic state and satisfied citizens.

Active and engaged citizens are those who



*Scroll down*

**SOLIDARITY** in the communities is directly correlated with  
**SENSE OF BELONGING**

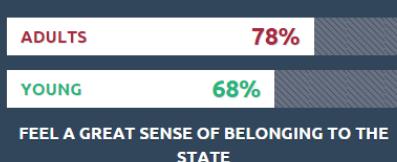


**2 of 3**

CITIZENS FEEL A SENSE OF BELONGING TO  
THEIR NEIGHBOURHOOD AND  
TOWN/VILLAGE TO A GREAT EXTENT

**3 of 4**

CITIZENS FEEL A SENSE OF BELONGING TO  
MACEDONIA TO A GREAT EXTENT



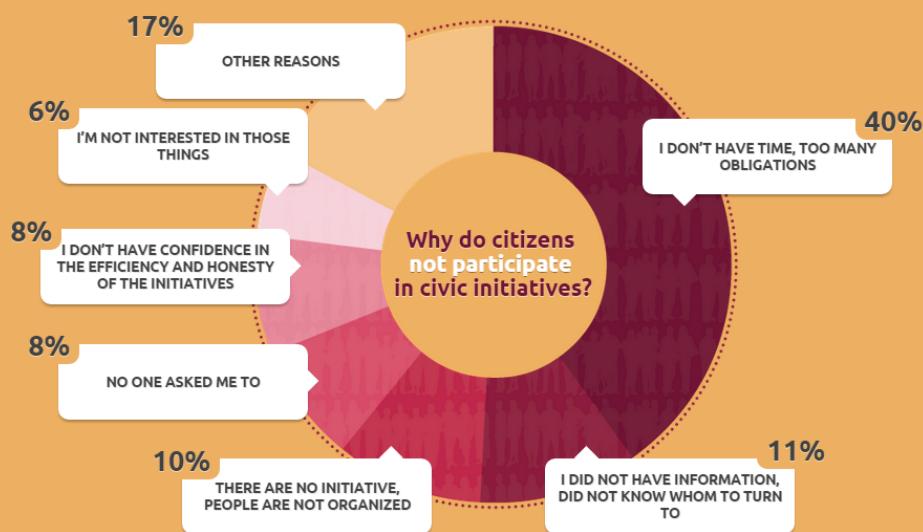
ADULTS AND YOUNG PEOPLE HAVE AN EQUAL  
SENSE OF BELONGING WHEN IT COMES TO  
THEIR NEIGHBORHOODS, TOWNS AND CITIES;  
HOWEVER  
**YOUNG PEOPLE ARE FAR LESS LIKELY  
TO FEEL A SENSE OF BELONGING TO  
MACEDONIA AS A WHOLE**

Civic engagement is related to the sense of **PERSONAL RESPONSIBILITY**.  
In Macedonia citizens are divided...

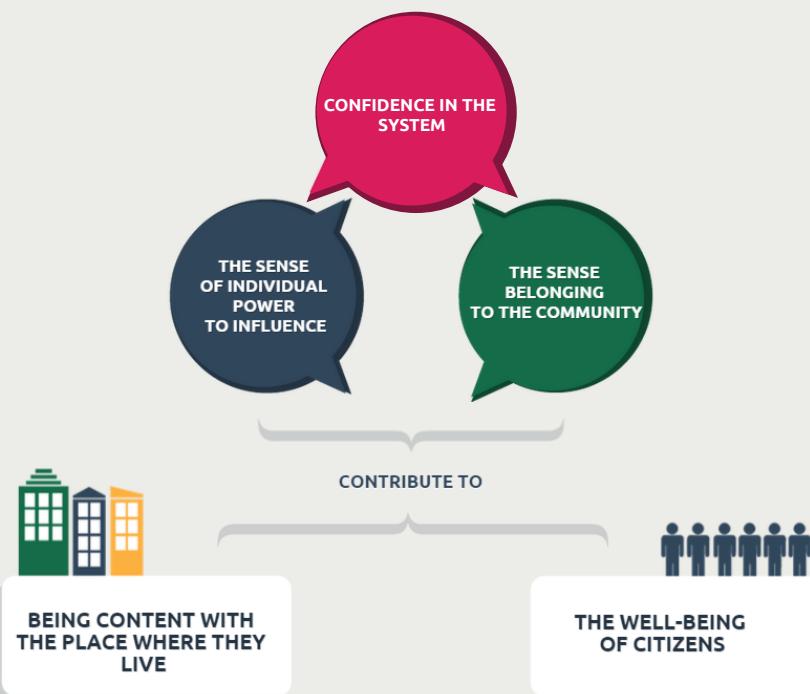


The more people think that the mechanisms of the system are effective, the more they believe they can influence decision-making.

#### How can they influence decision-making?



#### What did we conclude?





## Trialog

Idea, concept and graphic/web design

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▶ Video of the collaborative drawing : <http://goo.gl/BKHAo5>

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Trialog (2012) was a collaborative art project for young artists from the Balkans. The goal of was to connect and promote the artists involved by exhibiting their team work efforts. By using openCanvas, a software platform that enables simultaneous collaborative graphic editing over the Internet, three artists from three different cities were sharing one canvas to create art-pieces on a pre-determined common theme. During the process the participants were be able to communicate their ideas by only using their unique visual language. The software platform also enabled participants to record the work process which is a great tool to explore the artist interaction after the work on each piece is finished. The goal of the real-time recording was to enable a glance into the process of artists finding their artistic synergy and methods of ideas sharing, despite the geographical separation.

We presented the collaborative works in a screening in the National University Library "Sv. Kliment Ohridski" - Skopje and during the exhibition, the visitors were be able to observe the process of collaborative creation and graphic communication and attest to the unpredictable results of the collaborative effort and experience the proess as a result by itself.

Artists: Filip Pajdakov (Macedonia), Vanja Vikalo (Monte Negro) and Aleksandar Zolotic (Serbia)

### The design

When I was creating the logo which was the basis for the overal design/artworks/website, I tried to focus on the three-sided approach that symbolizes the artists, but also to bring the shapes together in a single, but more complex end shape, that stands for their collaborative efforts.



For further information about the projects in the portfolio or about other work,  
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**Thank you!**