

# Selected projects 2017-2024

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# Frog Design System

Adverity's design system provides a comprehensive toolkit that includes tokens, components, and detailed guidelines. The design system has been used by over 25 engineers (frontend and full-stack) and 7 designers on a day-to-day basis.

My role was responsible for building a typescript and react-based library of components and tokens, analysing consumer feedback, and prioritising work for the team in short-term and long-term roadmaps.

## Tokens

Design system based on an 8px grid with tokens describing almost every single piece of interface. This includes size, scale and spacing, animations, and borders. Additionally, it provides a harmonized color palette and defined typography styles.

2022-2024 | Adverity  
role :product owner / code

```
export const colors: Colors = {
  brand: '#1839A0',
  brandHighlighted: '#2950E3',
  brandActive: '#4071F7',
  brandSecondary: '#F4F8FF',
  brandSecondaryHighlighted: '#E5EFF',
  brandSecondaryActive: '#D1E1FF',
  brandText: '#182447',
  brandAccent: '#00FFC5',
```

## Components

The Design System boasts a comprehensive library of over 70 components and hooks. It is provided in both React and Figma libraries. This extensive collection enables developers and designers to maintain consistency and efficiency whether they are building digital products or creating design prototypes.

## Documentation

After analyzing the usage of our documentation and gathering consumer feedback, I have initiated and designed a new documentation page with improved architecture. We have implemented several minor visual enhancements and introduced a new navigation architecture and component page documentation architecture. We have received positive feedback from our users, who find the new documentation clearer and more effectively focused on the essential information they need.

## Platform redesign

The team has had the opportunity to drive the platform redesign, which was divided into eight stages. In each stage, we aim to implement redesigned changes that affect specific product areas such as forms, CTA triggers, typography, and other interface elements. After completing the first two stages, we received feedback from our customers indicating that the application now appears more modern and that the navigation has improved significantly—users reported a reduction in confusion and easier navigation.

Adverity UI before redesign

Adverity UI after redesign

# UXPin Merge

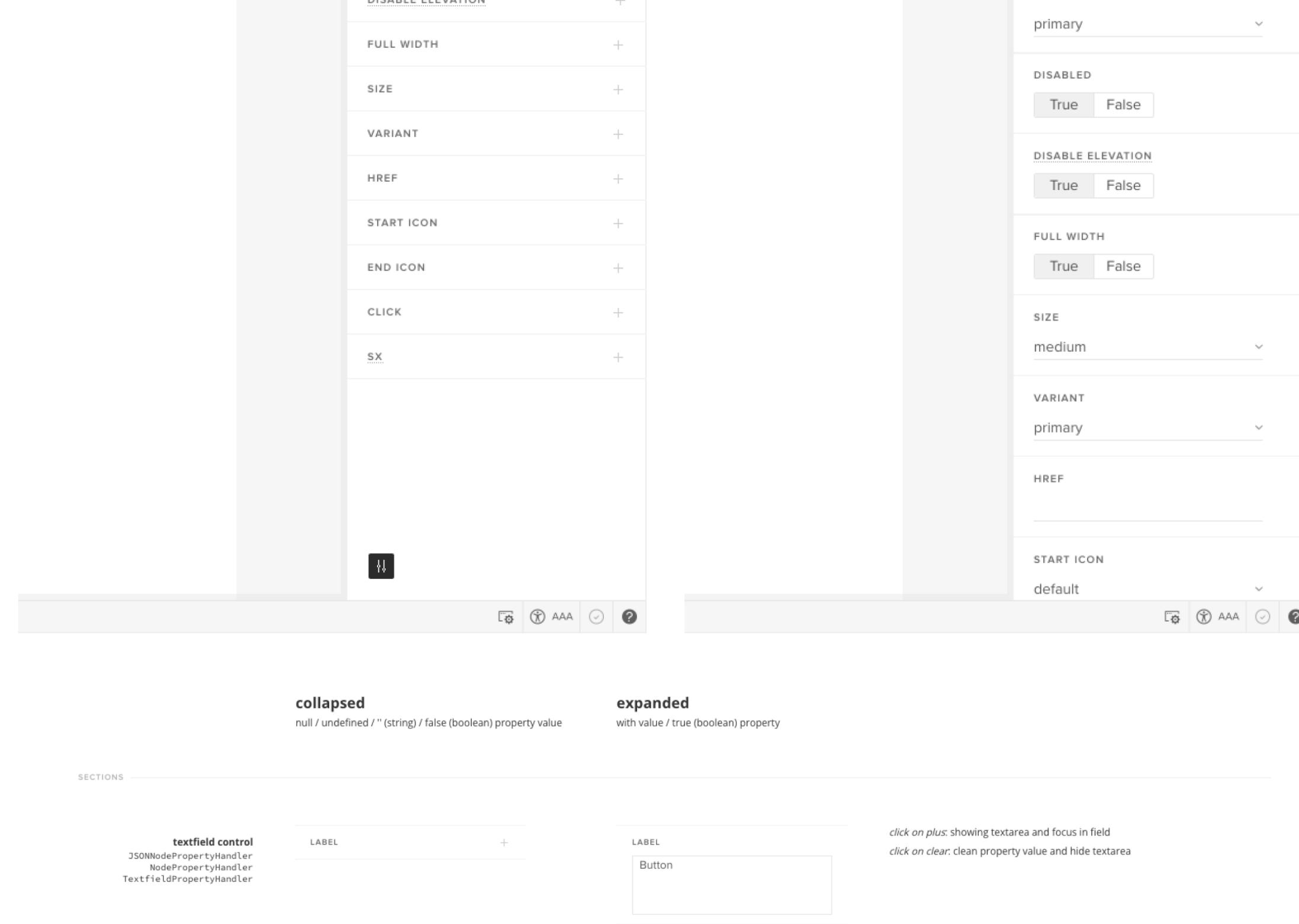
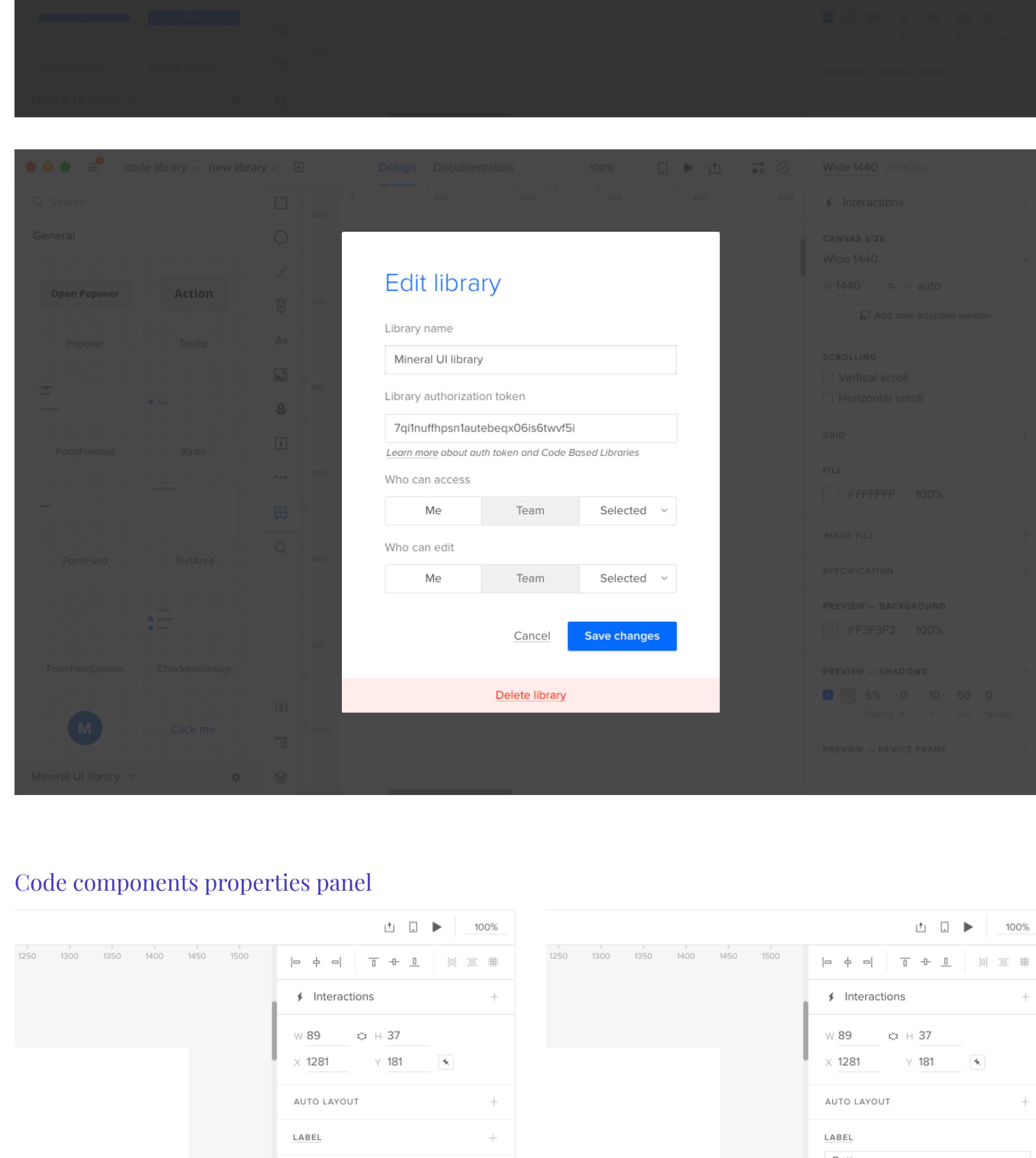
UXPin Merge is a technology that bridges the gap between design and technology. It allows the import of real production React components into the UXPin editor, enabling their use in designing. This approach allows developers and designers to work with the same, up-to-date elements and use a single source of truth – the Git repository.

The feature supports working with different versions of the library at both the project and library levels, all managed by Git branches or Git tags.

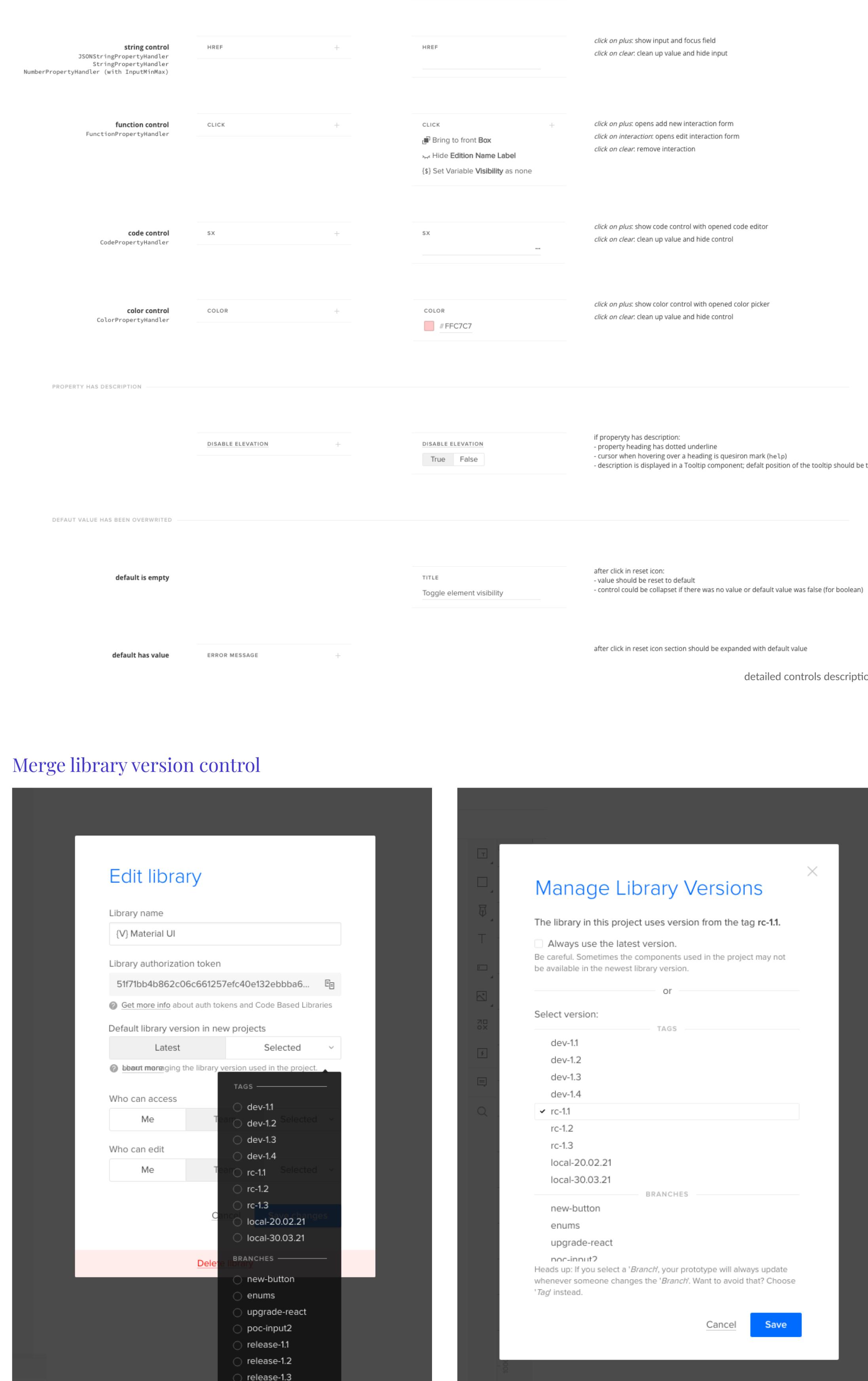
When I was a Product Lead in the Merge project, in addition to scoping, creating the product roadmap, and supporting early access users, I was responsible for user experience, design, and UI engineering.

2021-2023 | UXPin  
role :product lead / design + code

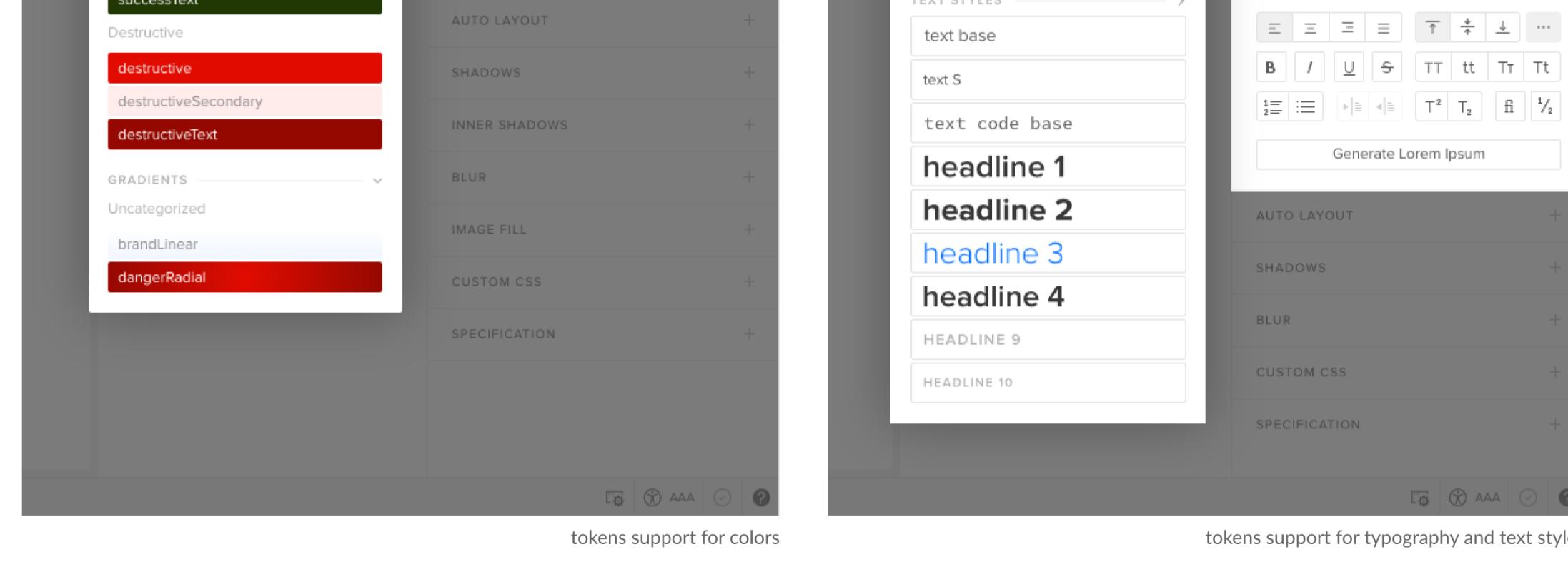
## New library type



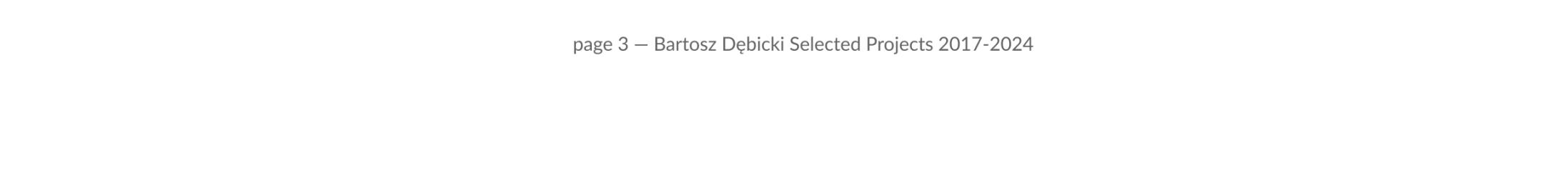
## Code components properties panel



## Merge library version control



## Tokens support



# UXPin Design System

Based on the current product design, I created a streamlined and cohesive design system.

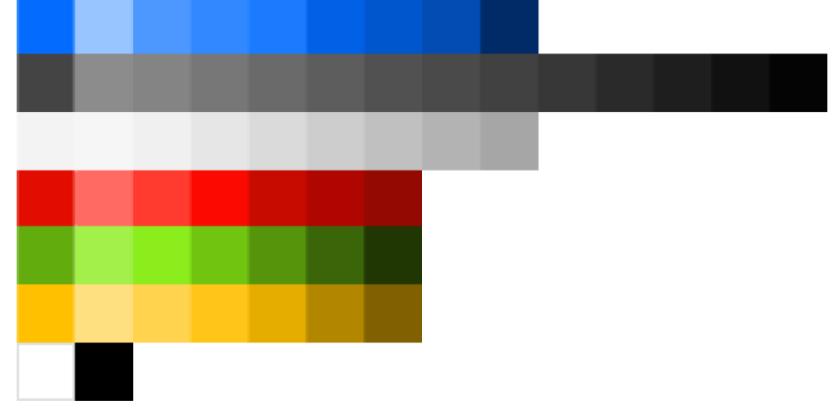
The goal was simple: tidy up, organize, and simplify the colors, typography, iconography, and interface elements. Throughout this journey, I worked closely with both the design and development teams, resulting in a polished and efficient system. Together, we created a sustainable process for maintaining and growing the design system within the company.

2017 - 2022 | UXPin  
role :leader / code + design + evangelisation

## Color palette

Based on the colors used in the UXPin application, I created a new color palette. The original 5500 colors defined in code as hex values were streamlined to just 55 key colors. Each of these colors has a base and a range of light and dark accents.

In addition to refining the colors, I developed a consistent naming pattern for them.



## Typography

Similar to the color palette, I reviewed all text styles used in the product and compiled a concise list of text styles.

Additionally, we decided to use only two font families: Proxima Nova and Source Code Pro. Each text style or heading can be applied using one of these font families.

**heading 1**  
**heading 2**  
[heading 3](#)  
**heading 4**  
**heading 5**  
**heading 6**  
**heading 7**  
**heading 8**  
**HEADING 9**  
**HEADING 10**  
text XS: The quick brown fox jumps over the lazy dog.  
text S: The quick brown fox jumps over the lazy dog.  
text M: The quick brown fox jumps over the lazy dog.  
text L: The quick brown fox jumps over the lazy dog.

## Icons

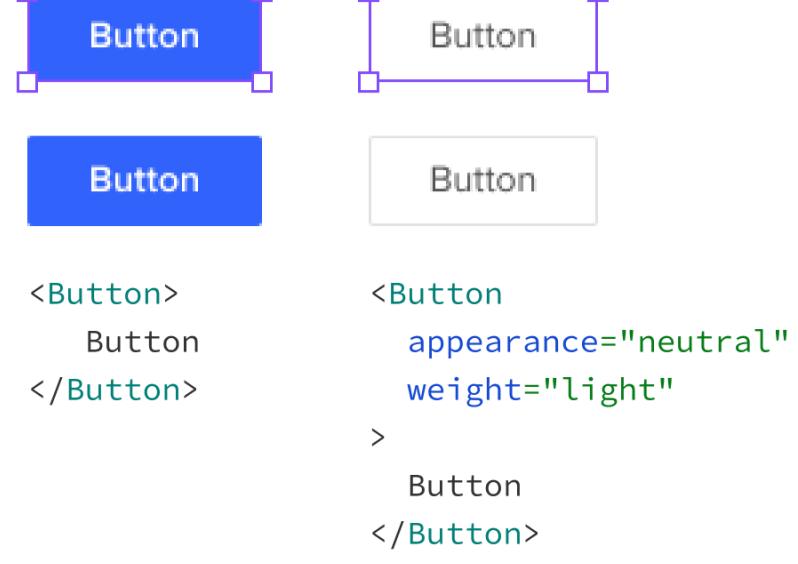
In UXPin, there were 291 icons in use, many of which were duplicates or very similar. By cleaning up and streamlining them, I created a refined icon set of 172 icons.



## Components

The fourth part of the design system was components. Similar to the previous areas, I reviewed each version of every component and standardized them, reducing the number of variations. The UXPin Design System library now includes 22 carefully designed and developed components.

These components were recreated as reusable UXPin symbols and coded as React components. Each component is accompanied by detailed documentation, including use cases and examples.



# Adele Design System details page

The project was related to creating a dedicated page for each of the design systems from the list. The goal was clear – increase SEO on Adele to provide traffic to UXPin.

2020 | UXPin

role :design

The page features a large, bold title "The Github Primer" with "Github" above "Primer". Below the title, it says "design system is called". At the bottom left, there are three sections: "Technology", "Design", and "Documentation & guidelines". Each section has a table with various design system components and their status (checkmark or X). At the bottom right, there's a call-to-action button "Start a free trial now!" and a footer with copyright information.

**Technology**

	Code Depth	HTML/CSS
Components	✓	
JS Library/Framework	X	
TypeScript	X	
Web Components	X	
Tests	AVA	
Linter	StyleLint	
CSS	Sass	
CSS In JS	X	
Design Tokens	<u>Scss</u>	
Bundle Manager	<u>Primer Module Build Scriptno</u>	
Distribution	npm	

**Design**

UI Kit	X
Brand Guidelines	X
Color Naming	natural (e.g. gray-300)
Contrast Analysis	X
Typography	✓   <a href="#">Go to Typography</a>
Icons	<u>Oticons (SVG)</u>
Space / Grid	✓   <a href="#">Go to Space / Grid</a>
Illustration	X
Data Visualization	X
Animation	X
Voice & Tone	X

**Documentation & guidelines**

Accessibility Guidelines	X
Design Principles	X
Documentation Website	X
Code Documentation	<u>Markdown</u>
Storybook	✓   <a href="#">Go to Storybook</a>

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UXPin

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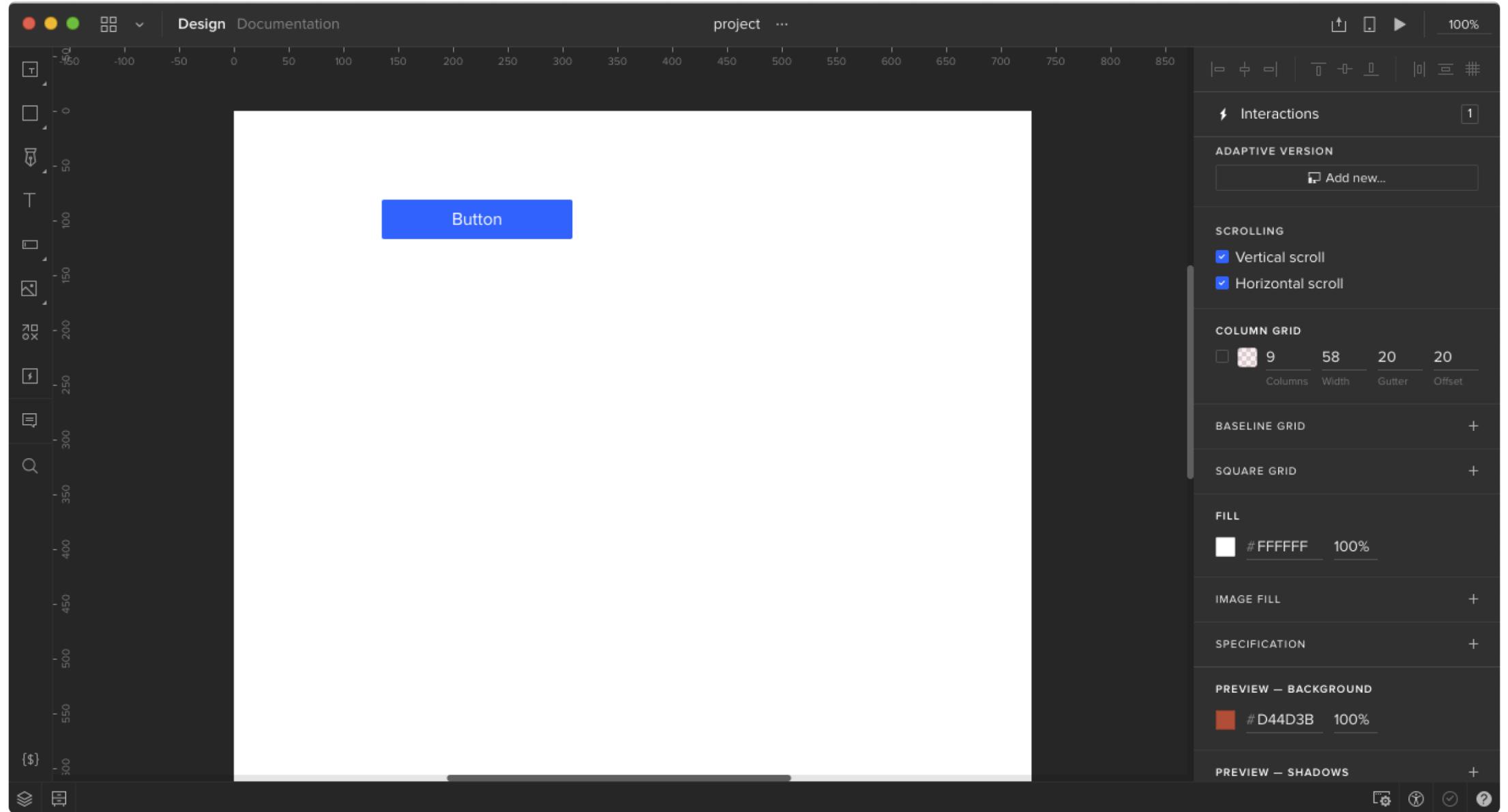
Maintained by Marcin Treder. Inspired by [Awesome Design Systems](#) by Alex Pate. Great design systems resources: [Styleguides.io](#)

# UXPin Desktop App

The project started after one of UXPin's internal hackathon. After POC done on the hackathon we decided to invest some additional time and release the desktop client. During this project, I was leading a team that builds the application. We used the electron.js library.

I was responsible for scoping, user experience, and coding.

2018 | UXPin  
role :product lead / ux design + code



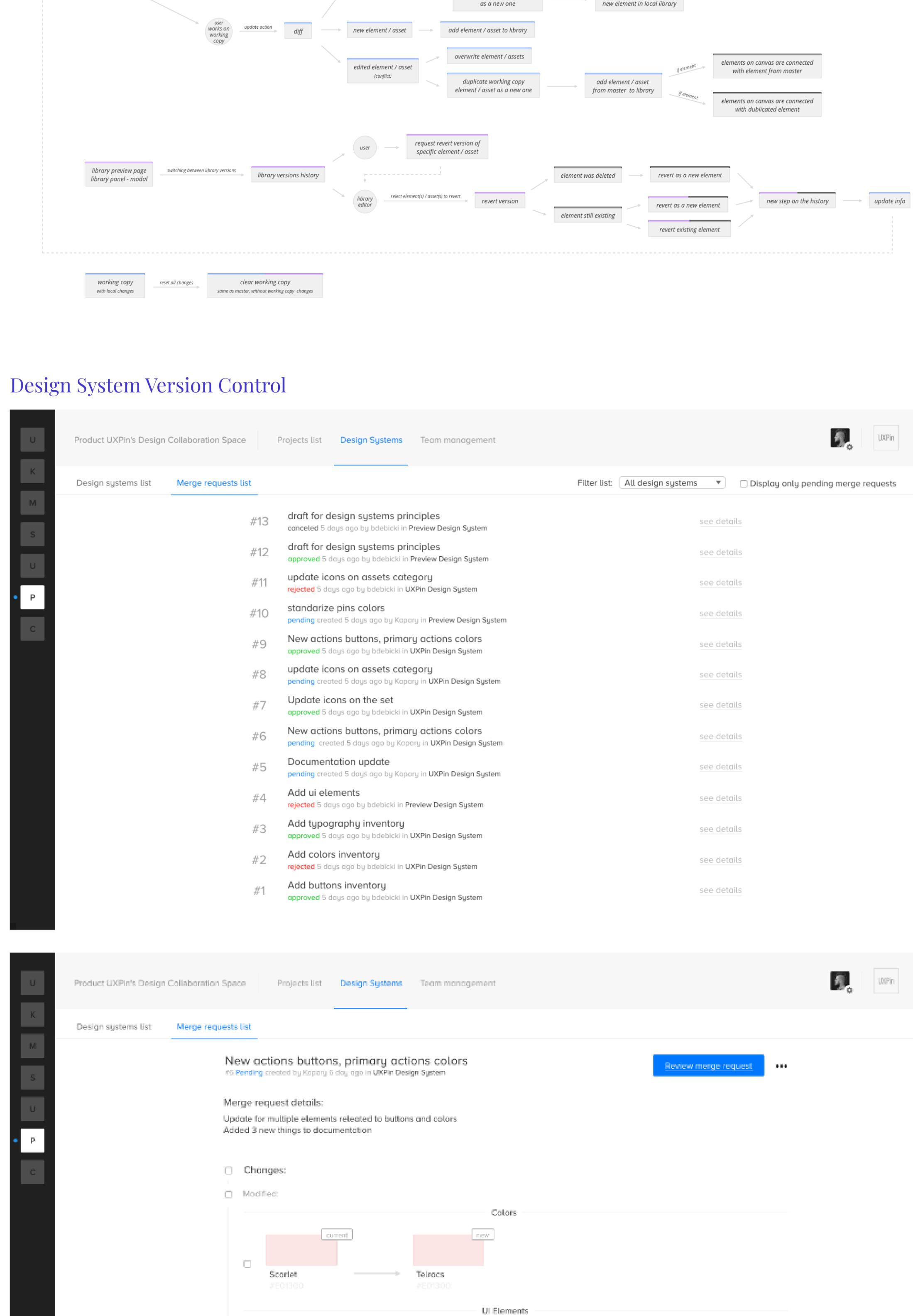
# Design System version control

Right after the release of Design Systems and Design Libraries features in UXPin next step supposed to be version control of those areas. The project was very technical centered and complex because a lot of actions happened in backend hidden by the interface.

Finally, after technical analysis and user research, the project has been paused.

2017 | UXPin  
role :product lead / ux design

## The Flow



## Design System Version Control

This screenshot shows the 'Merge requests list' for the 'Design Systems' tab. It lists 13 merge requests, each with a title, status, and creation date. For example, #13 is 'draft for design systems principles' and #1 is 'Add buttons inventory'. The interface includes a sidebar with letters U, K, M, S, D, P, C, and a top navigation bar with 'Product UXPin's Design Collaboration Space', 'Projects list', 'Design Systems', 'Team management', and a search bar.

This screenshot shows a detailed view of a merge request titled 'New actions buttons, primary actions colors'. It includes a 'Merge request details' section with a note about updating multiple elements related to buttons and colors, and adding 3 new things to documentation. Below this are sections for 'Changes' (UI Elements) and 'Modified' (UI Elements), showing a comparison between 'current' and 'new' states for buttons and colors. A 'Buttons category description has been changed' section provides a full description of the change.

This screenshot shows the 'Colors' section of the UXPin Design System. It displays two color swatches: 'Blue Ribbon' (#006CFF) and 'Scarlet' (#E01300). A text area explains the challenge of creating a visual language for users that synthesizes classic principles of good design with the innovation and possibility of technology and science. A 'Details' section provides a full description of the color changes.

This screenshot shows the 'Typography' section of the UXPin Design System. It displays the 'Playfair Display' font in 'Regular', 'Italic', and 'Bold' weights. A text area shows the quick brown fox jumping over the lazy dog. A 'Details' section provides a full description of the typography changes.

This screenshot shows the 'Assets' section of the UXPin Design System. It displays a grid of icons, including a color palette icon, a button icon, and a font icon. A 'Details' section provides a full description of the asset changes.

## Library Version Control

This screenshot shows the 'Design library version history' for the 'Colors' section. It displays a list of changes, including 'Add buttons inventory' (v1.1), 'Add typography inventory' (v1.2), 'Prepare first documentation' (v1.3), 'New actions buttons, primary actions colors' (v1.4), and 'draft for design systems principles' (v1.5). A 'Merge request details' section provides a full description of the changes.

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