

# Selected projects 2016-2024

## Bartosz Dębicki

mobile :+48 508 343 705  
email :[bartosz.debicki@zoin.pl](mailto:bartosz.debicki@zoin.pl)

linkedin :[/in/bartoszdebicki](https://in/bartoszdebicki)  
github :[/bdebicki](https://github.com/bdebicki)  
behance :[/earldebicki](https://www.behance.net/earldebicki)

# 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

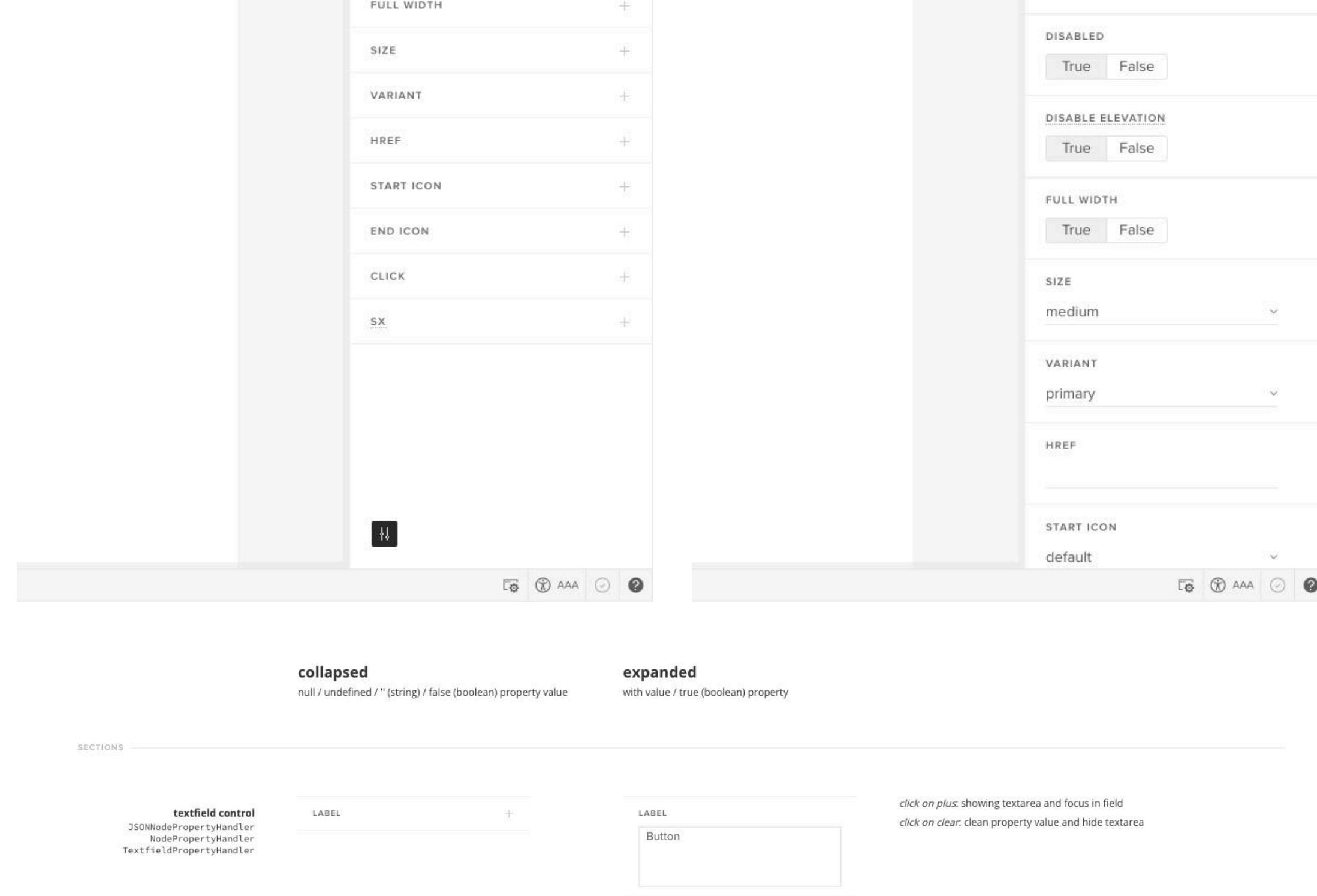
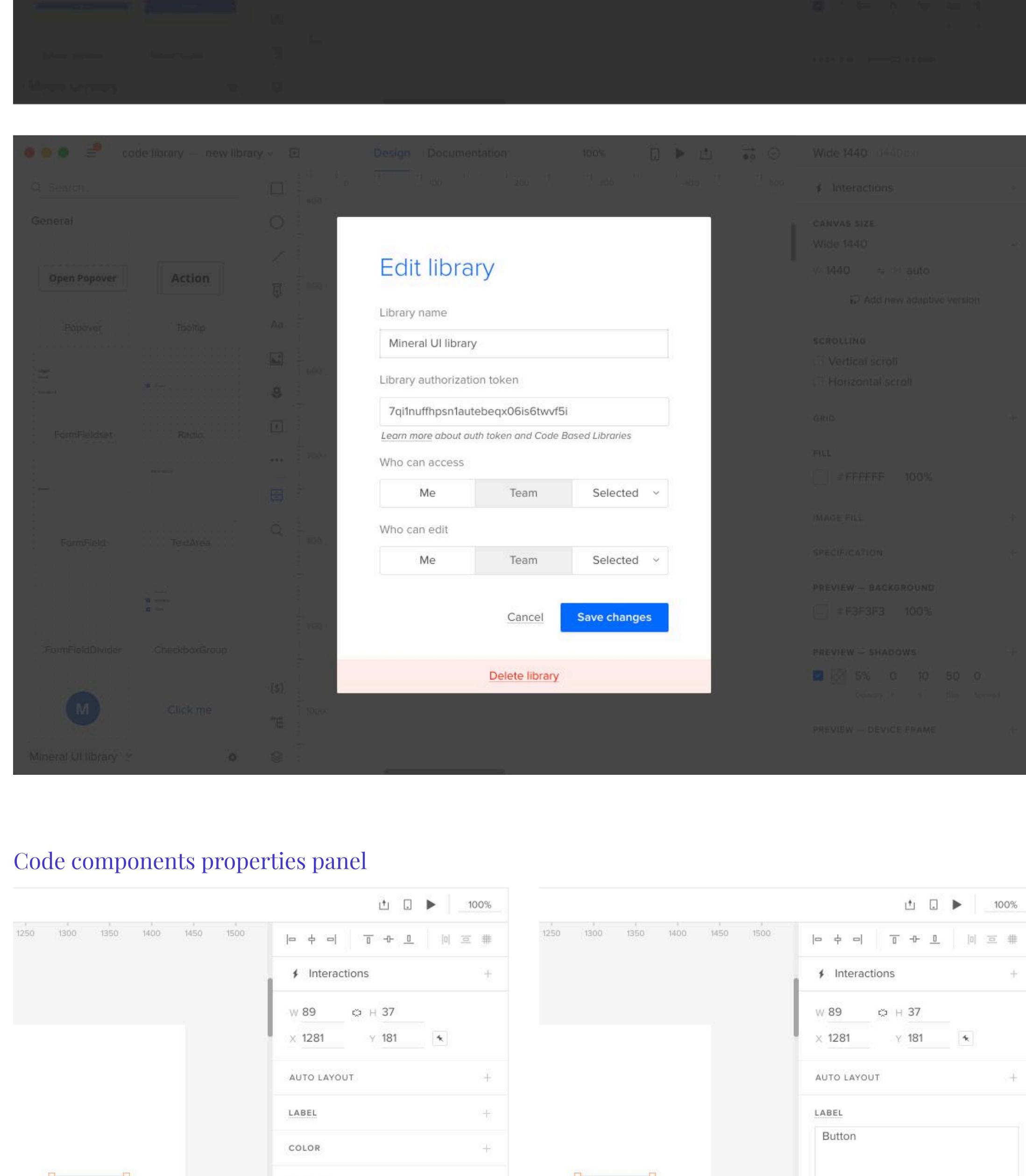
UXPin Merge is a technology that bridges the gap between design and technology. It allows the import of real production React components into the UXPin editor, enabling their use in designing. This approach allows developers and designers to work with the same, up-to-date elements and use a single source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

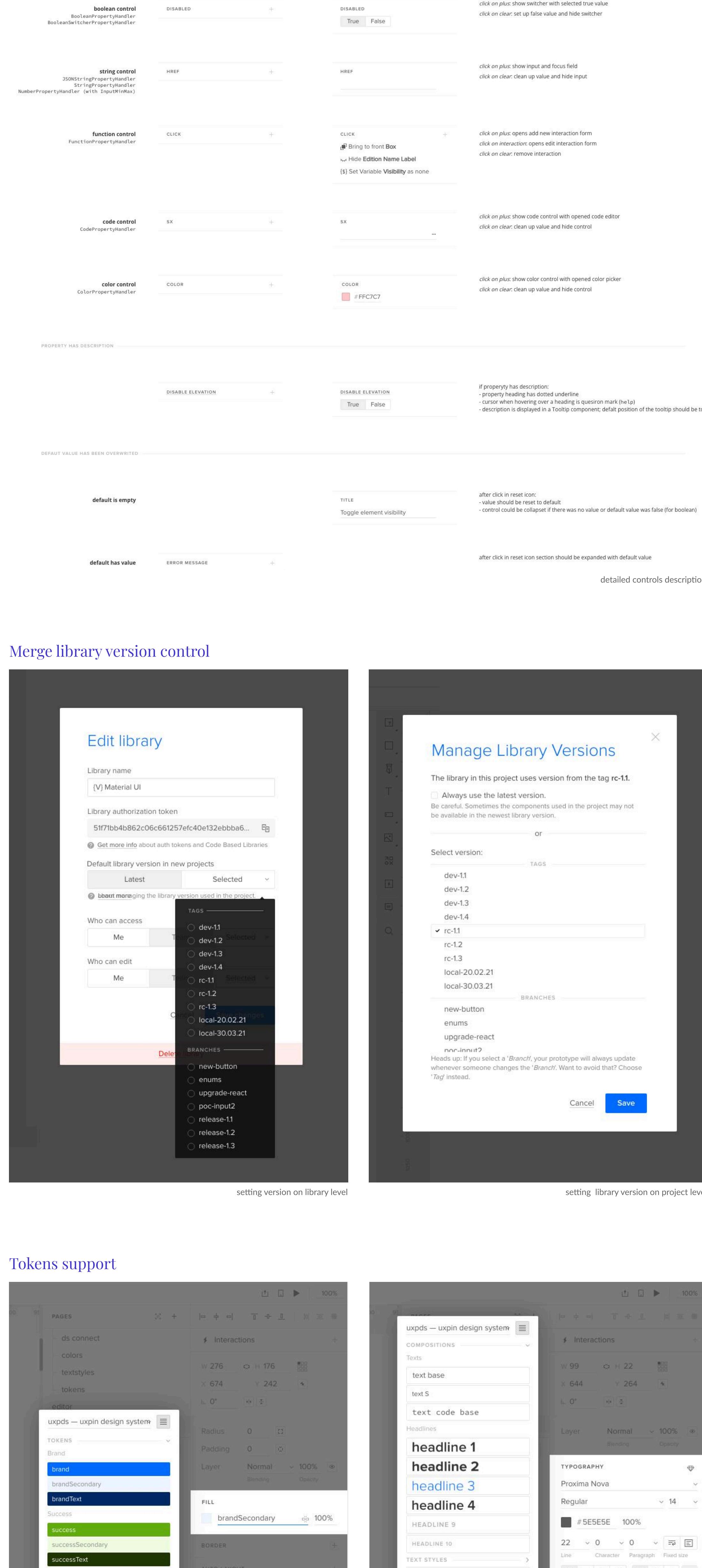
When I was a Product Lead in the Merge project, in addition to scoping, creating the product roadmap, and supporting early access users, I was responsible for user experience, design, and UI engineering.

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

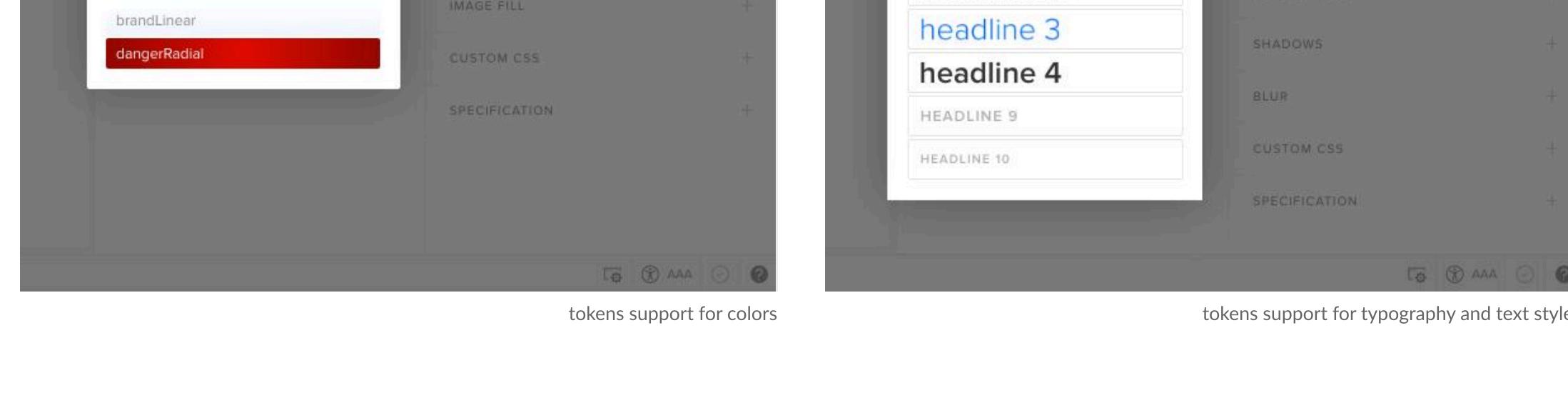
## New library type



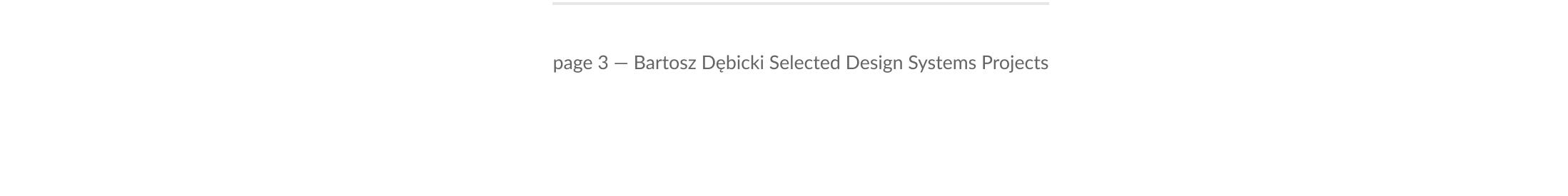
## Code components properties panel



## Merge library version control



## Tokens support



# UXPin Design System

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

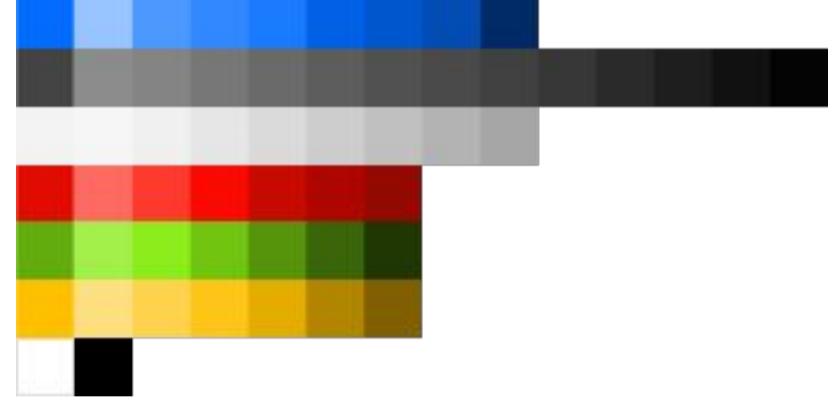
The goal was simple: tidy up, organize, and simplify the colors, typography, iconography, and interface elements. Throughout this journey, I worked closely with both the design and development teams, resulting in a polished and efficient system. Together, we created a sustainable process for maintaining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

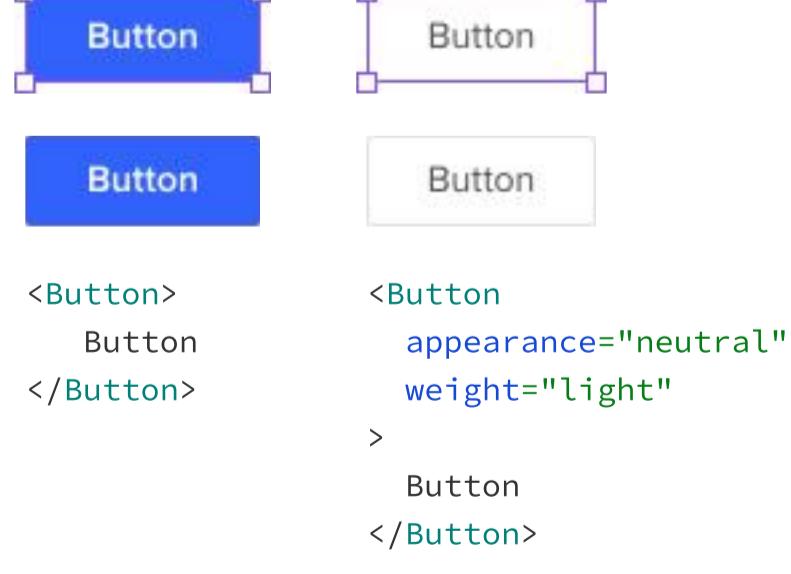
In UXPin, there were 291 icons in use, many of which were duplicates or very similar. By cleaning up and streamlining them, I created a refined icon set of 172 icons.



## 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 screenshot shows a landing page for the GitHub Primer design system. At the top, there's a navigation bar with 'Adele' and 'UXPin'. Below it is a large title 'The Github Primer' with a subtitle 'design system is called'. A note says 'website <https://primer.github.io/>' and 'repository <https://github.com/primer/primer/>'. There are sections for 'Technology' (Code Depth, HTML/CSS, Components, JS Library/Framework, Typescript, Web Components, Tests, Linter, CSS, CSS In JS, Design Tokens, Bundle Manage, Distribution), 'Design' (UI Kit, Brand Guidelines, Color Naming, Contrast Analysis, Typography, Icons, Space / Grid, Illustration, Data Visualization, Animation, Voice & Tone), and 'Documentation & guidelines' (Accessibility Guidelines, Design Principles, Documentation Website, Code Documentation, Storybook). At the bottom, there's a section for 'Evangelize Design System with a Free Template!' featuring a yellow square icon, and another for 'UXPin: Prototype and Manage Your Design System' featuring a wireframe icon. Both sections include a 'Learn more & download' button and a 'Start a free trial now!' button. The footer contains the UXPin logo and copyright information.

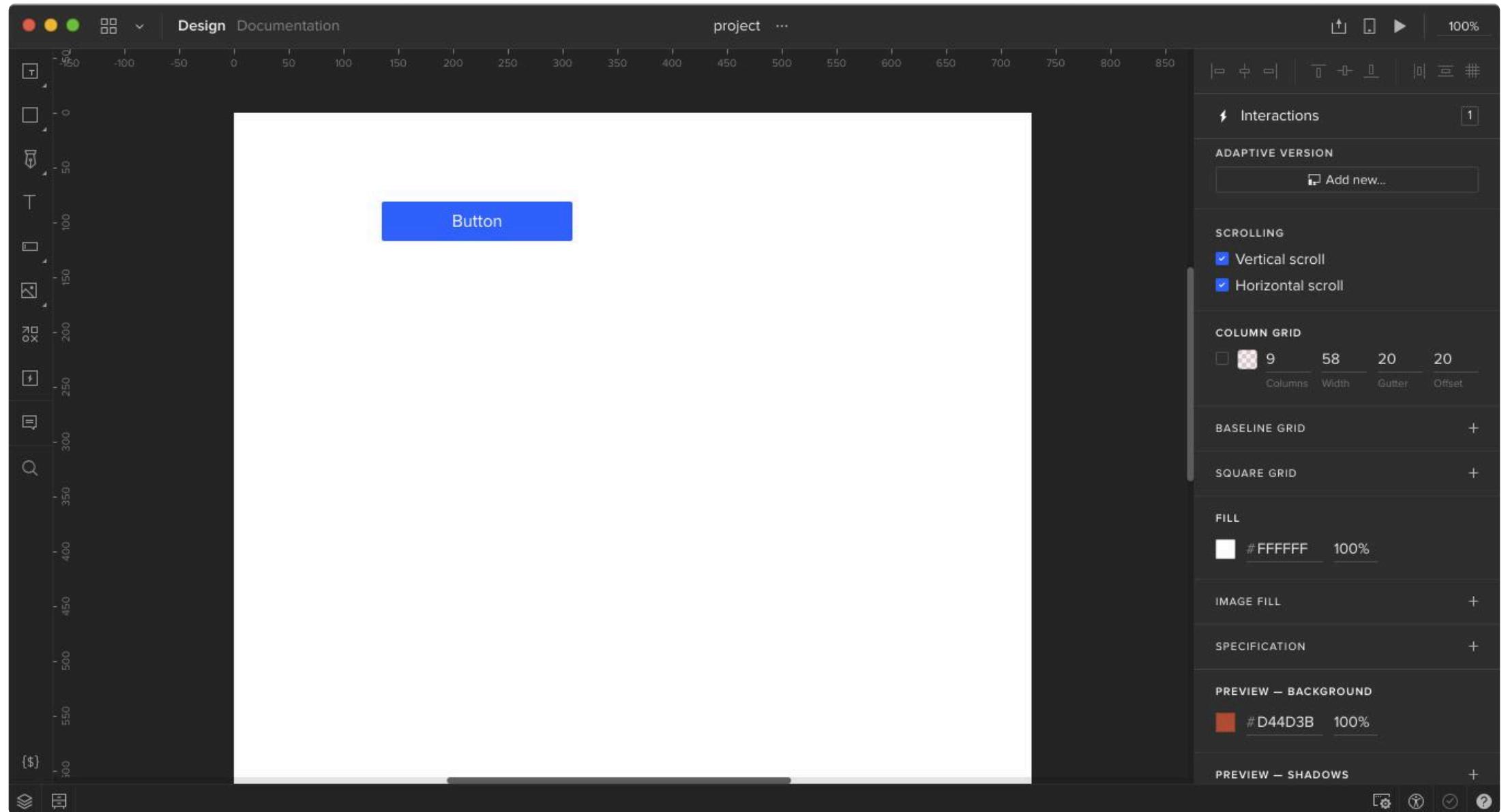
# UXPin Desktop App

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

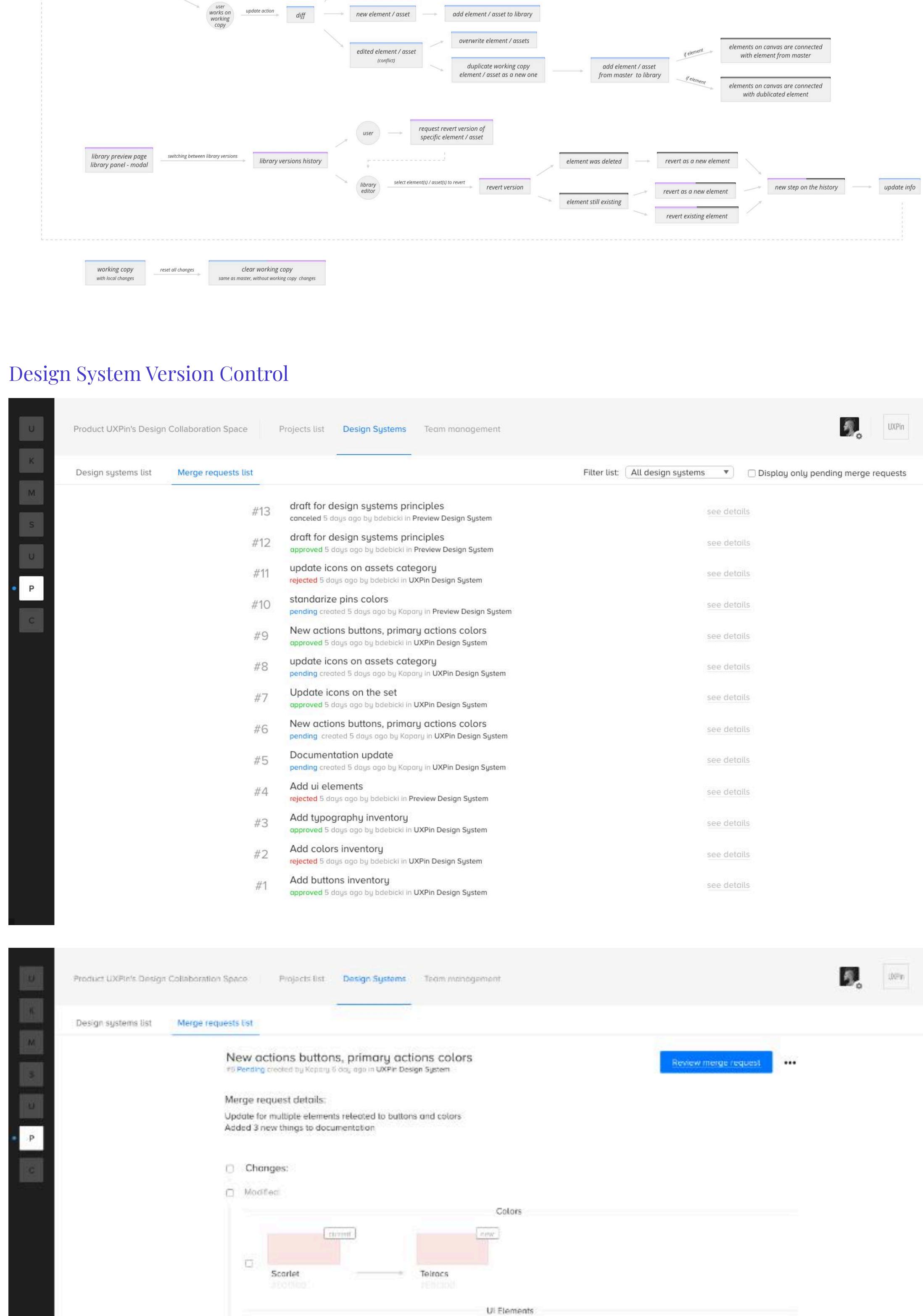


Right after the release of Design Systems and Design Libraries features in UXPin next step supposed to be version control of those areas. The project was very technical centered and complex because a lot of actions happened in backend hidden by the interface.

# The Flow

```
graph LR; E["E  
actions on Editor area"] --> D["D  
actions on Dashboard / New view area"]; D --> B["B  
Backend actions"]; B --> U["U  
User actions"]
```

The diagram illustrates the relationship between a **master version** and a **working copy**. It consists of two rectangular boxes. The left box is labeled "master version" and the right box is labeled "working copy". An arrow points from the master version box to the working copy box, with the label "change some element / asset" above it and "add new element / asset" below it.



M  
S

U

P

C

Details:  
Update for multiple elements related to buttons and colors  
Added 3 new things to documentation

Review details:  
**Approved** 3 from 5 changes by bdebicki 2 days ago with a comment:  
Good job. I picked only 3 changes because other wasn't related to buttons.

Approved changes:

Modified:

UI Elements

current new

Button → Button

Action button Action button

Buttons category description has been changed

current new

Material buttons trigger an ink reaction on press.  
They may display **text or imagery**. Flat buttons  
and raised buttons are the most commonly used  
types. → Material buttons trigger an ink reaction on press.  
They may display **text, imagery, or both**. Flat  
buttons and raised buttons are the most  
commonly used types.

display full description

UXPin Design System

Versions history X

Colors

Typography

Assets

Image

Icons

UI Patterns

We challenged ourselves to create a visual language for our users that synthesizes the classic principles of good design with the innovation and possibility of technology and science. This is material design. This spec is a living document that will be updated as we continue to develop the tenets and specifics of material design.

# Colors

Blue Ribbon #006cff Scarlet #e01300

Add buttons inventory ✓5 changes by Kopeny

Add typography inventory ✓4 changes by Kopeny

approved by bdebicki 6 days \* merge request details \* revert changes

Add typography general styles and headline styles

Prepare first documentation ✓3 changes by Kopeny

New actions buttons, primary actions colors ✓2 changes by Kopeny

draft for design systems principles ✓1 changes by Kopeny

# Typography

## Typeface

### Playfair Display

Regular *Italic* **Bold**

The quick brown fox jumps over the lazy dog.

### Lato

Light *Italic* **Semibold** **Bold**

The quick brown fox jumps over the lazy dog.

## Text styles

# Heading 1

Playfair Display Bold. ~ 40px / 48px

## Heading 2

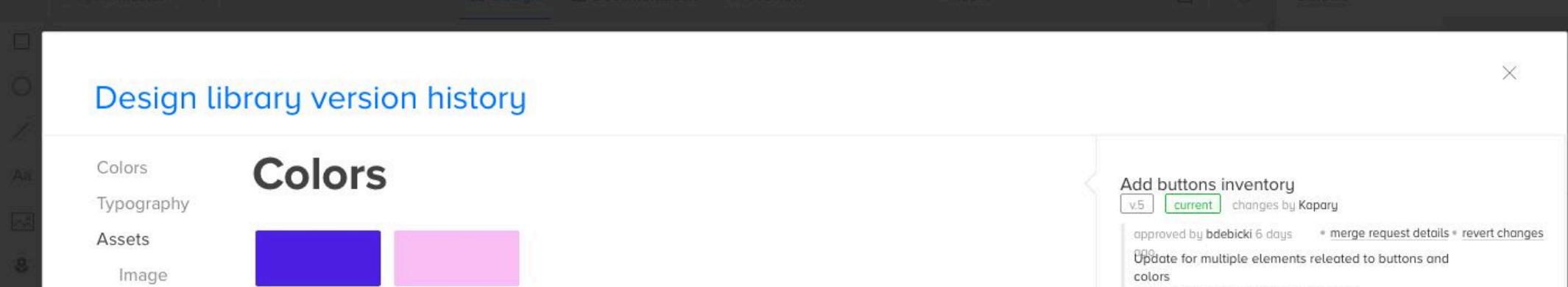
Playfair Display Regular ~ 36px / 42px

## Assets

### Icons



## Library Version Control



Design library version history

### Colors

Colors  
Typography  
Assets  
Image

  
Blue

  
Pink

Add buttons inventory  
v.5 **current** changes by Kapary

approved by bdebicki 6 days \* merge request details \* revert changes  
Update for multiple elements related to buttons and colors  
Added 3 new things to documentation

Icons  
UI Patterns

The screenshot shows a design system interface with a sidebar on the left containing icons for Pages, master, Colors, Default lib, Icons, and UI Elements. The main area has a header with tabs: Design (selected), Documentation, Preview, and a zoom level of 100%. A dark overlay is present over the main content area.

**Typography**

## Typeface

### Playfair Display

Regular   *Italic*   **Bold**

The quick brown fox jumps over the lazy dog.

**New actions buttons, primary actions colors**  
#6 [Accepted](#) by bdebicki 1 day ago / created by Kapary 6 day ago on UXPin Design System

Merge request details:

Update for multiple elements related to buttons and colors  
Added 3 new things to documentation

Review details:

[Accepted](#) 3 from 5 changes by bdebicki 2 days ago with comment:  
Good job. I picked only 3 changes because other wasn't related to buttons.

Approved changes:

Modified: