

Selected projects 2015-2024

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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.

2022-2024 | Adverity
role :product owner / code

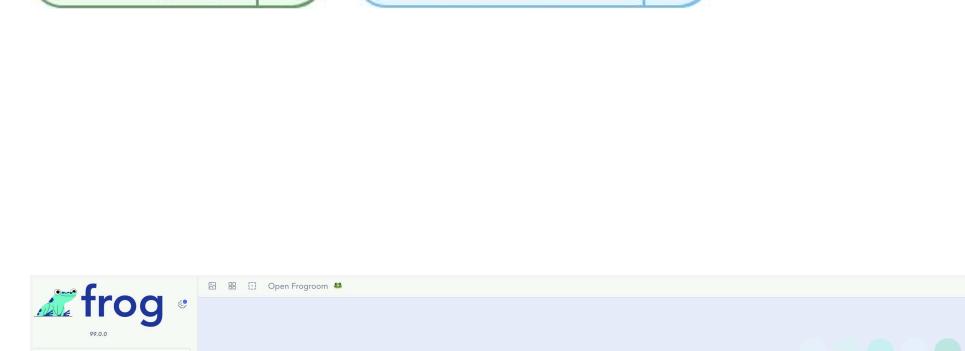
Tokens

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.

```
export const colors: Colors = {
  brand: '#1839A0',
  brandHighlighted: '#2950E3',
  brandActive: '#4071F7',
  brandSecondary: '#F4F8FF',
  brandSecondaryHighlighted: '#E5EEFF',
  brandSecondaryActive: '#D1E1FF',
  brandText: '#182447',
  brandAccent: '#00FFC5',
```

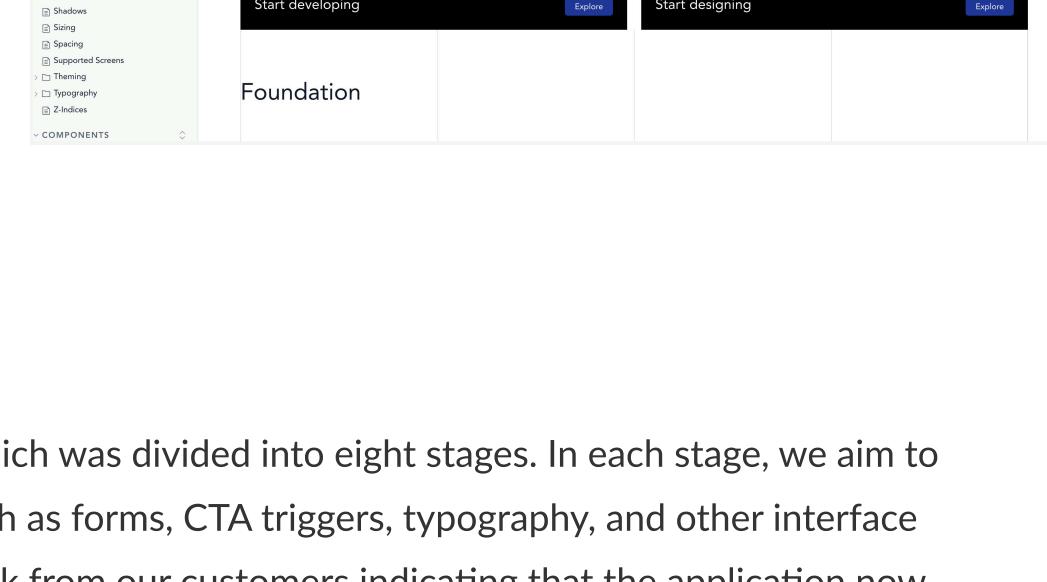
Components

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

Merge properties panel unification

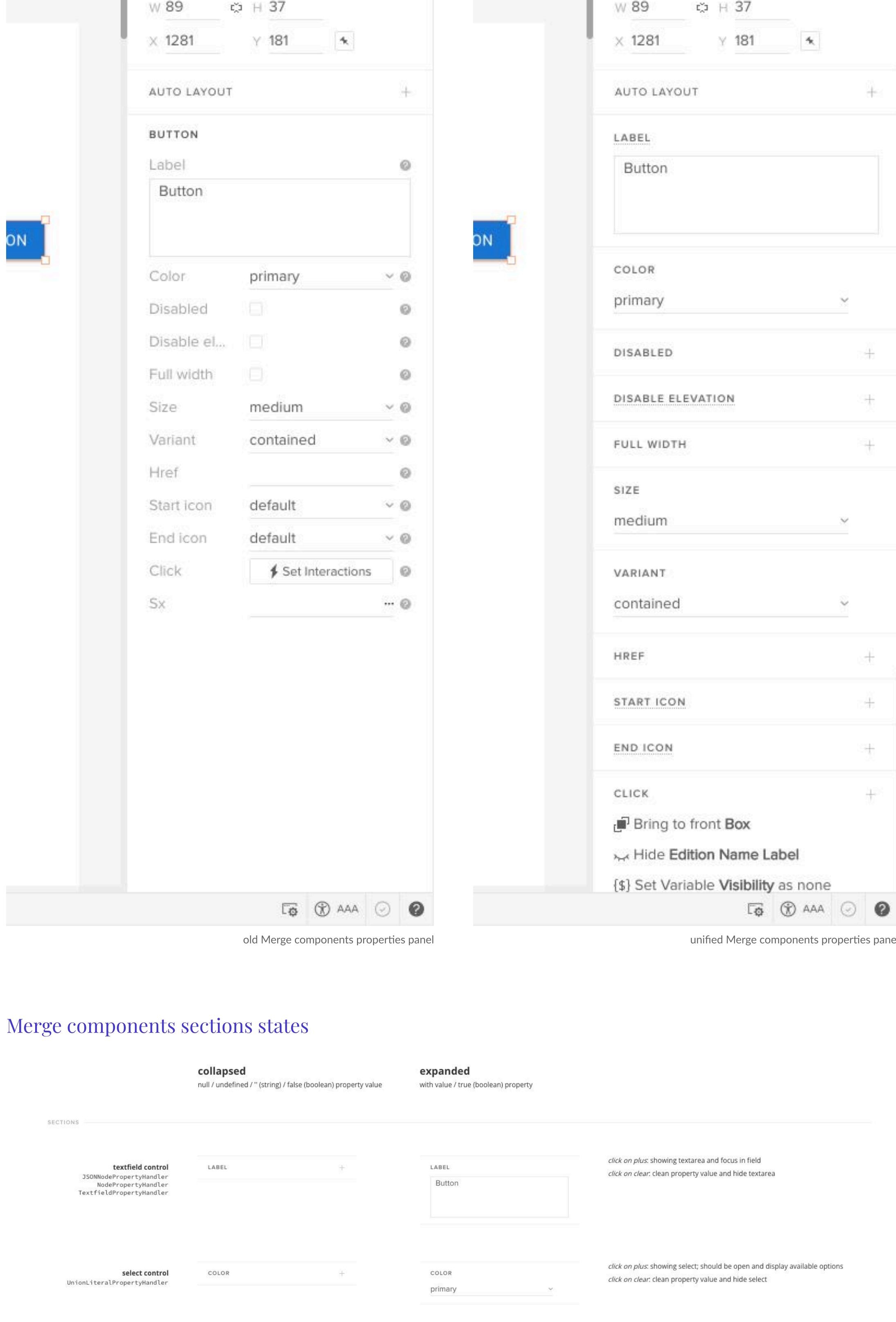
From feedback from our users, we find out that properties panel for merge components is not clear to them. The biggest issue was that they had to learn new, different concept than for regular components.

On the other hand we would like to create experience that makes feel that Merge components are something natural and consistent with UXPin editor. We decided to unify properties panel and align Merge components to use same concept as UXPin's classic elements.

2023 | UXPin

role :design

Previous and unified properties panel



Merge components sections states

This section provides a detailed look at the different sections and their expanded states for various Merge components:

- collapsed**: null / undefined / "" (string) / false (boolean) property value
- expanded**: with value / true (boolean) property
- SECTIONS**:
 - textfield control**:
 - LABEL: Button
 - click on plus: showing textarea and focus in field
 - click on clear: clean property value and hide textarea
 - select control**:
 - COLOR: primary
 - click on plus: showing select; should be open and display available options
 - click on clear: clean property value and hide select
 - boolean control**:
 - DISABLED: True False
 - click on plus: show switcher with selected true value
 - click on clear: set up false value and hide switcher
 - string control**:
 - HREF: click on plus: show input and focus field
 - click on clear: clean up value and hide input
 - function control**:
 - CLICK: Bring to front Box, Hide Edition Name Label, Set Variable Visibility as none
 - click on plus: opens add new interaction form
 - click on interaction: opens edit interaction form
 - click on clear: remove interaction
 - code control**:
 - SX: click on plus: show code control with opened code editor
 - click on clear: clean up value and hide control
 - color control**:
 - COLOR: #FFC7C7
 - click on plus: show color control with opened color picker
 - click on clear: clean up value and hide control
- PROPERTY HAS DESCRIPTION**:
 - DISABLE ELEVATION: True False
 - if property has description:
 - property heading has dotted underline
 - cursor when hovering over a heading is question mark (help)
 - description is displayed in a Tooltip component; default position of the tooltip should be top
- DEFAULT VALUE HAS BEEN OVERWRITTEN**:
 - default is empty: TITLE: Toggle element visibility
 - after click in reset icon: value should be reset to default
 - control could be collapsed if there was no value or default value was false (for boolean)
- default has value**:
 - ERROR MESSAGE: click on plus: expand with default value

Information about component's library in properties panel



UXPin Design System

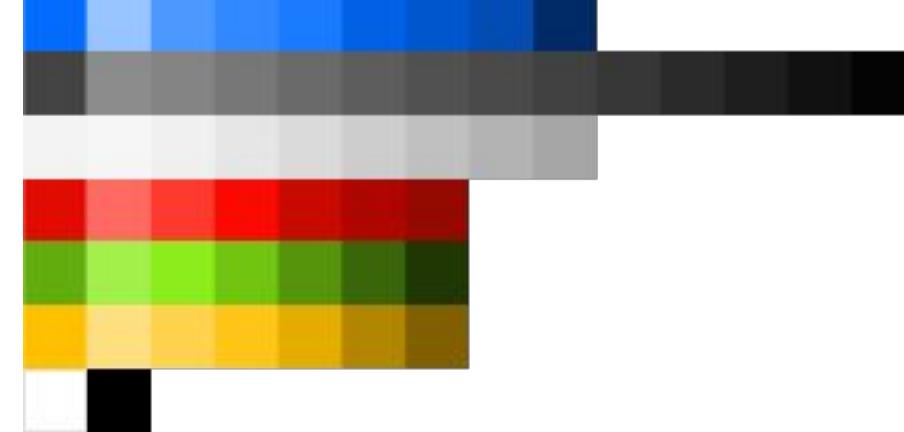
Basing on the actual design of the product I have prepared a design system. The goal was to clean and organize and simplify colors, typography, iconography, and interface elements. During this work, I was in close contact with the design and development team.

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

Color palette

Based on colors used in the UXPin application I've prepared palate of colors. ~5500 colors defined in code as hex has been limited to 55 defined colors. Each color has its own base and number of lighten / darken accents.

Except for colors itself, I have prepared the naming pattern.



Typography scale

Similar to colors I have check all text styles used in the product and prepare a close list of text styles.

In addition, we decide to use only 2 font families - Proxima Nova and Source Code Pro. Each text or heading can behave in one of the available 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

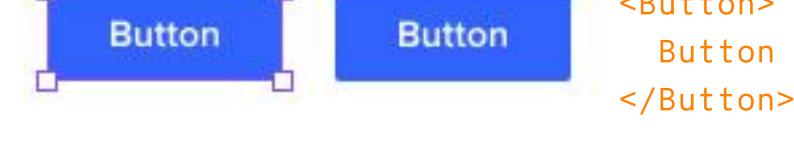
In UXPin was 291 used icons. A lot of those icons were duplicate and similar. During cleaning, I decrease the number of icons to 172.



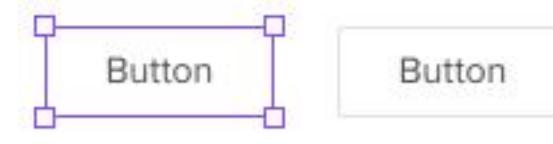
Components

The fourth part of the design system is components. Similar to previous areas I have check each version of each component and normalize it to one with few versions. Currently, in the UXPin Design System library, we designed and developed 22 components.

Components were recreated as reusable UXPin symbols and coded as a React component. Each of the components has detailed documentation with use cases and examples



```
<Button>  
  Button  
</Button>
```



```
<Button  
  appearance="neutral"  
  weight="light"  
>  
  Button  
</Button>
```

Merge Libraries Version Control

Based on feedback from our users, how they are implementing Merge to their organisation we realise there's need to handle multiple versions of the Merge library. Some cases was working on redesign, some was refactoring. Different projects might need different versions on components for testing purposes.

We decided to based on Git branches and tags.

2021 | UXPin
role :code + design

Setting default version of the library for all projects

The screenshot shows the 'Edit library' dialog in UXPin. The 'Library name' is set to '[V] Material UI'. The 'Library authorization token' field contains a long string of characters. Under 'Default library version in new projects', 'Latest' is selected. A note below says 'Learn more about managing the library version used in the project.' The 'Who can access' section shows 'Me' as the selected role. The 'Who can edit' section also shows 'Me' as the selected role. On the right, a sidebar lists 'TAGS' and 'BRANCHES'. Under 'TAGS', 'dev-1.1' is selected. Under 'BRANCHES', 'rc-1.1' is selected. Other options include 'dev-1.2', 'dev-1.3', 'dev-1.4', 'rc-1.2', 'rc-1.3', 'local-20.02.21', and 'local-30.03.21'. The 'BRANCHES' sidebar also lists 'new-button', 'upgrade-react', 'poc-input2', 'release-1.1', and 'release-1.2'.

Setting library version on project level

The screenshot shows the 'Manage Library Versions' dialog in UXPin. It states 'The library in this project uses version from the tag rc-1.1.' There is a checkbox for 'Always use the latest version.' Below this, a note says 'Be careful. Sometimes the components used in the project may not be available in the newest library version.' A dropdown menu titled 'Select version:' shows 'rc-1.1' as the selected option. Other options include 'dev-1.1', 'dev-1.2', 'dev-1.3', 'dev-1.4', 'rc-1.2', 'rc-1.3', 'local-20.02.21', and 'local-30.03.21'. A note at the bottom says 'Heads up: If you select a 'Branch', your prototype will always update whenever someone changes the 'Branch'. Want to avoid that? Choose 'Tag' instead.'

Version conflicts

The screenshot shows a warning message in UXPin: 'Some Merge components used in this project are unavailable in the selected library version - rc-1.2.' It lists 'Check the missing elements: • Default Button • Destructive Button'. Another screenshot shows a warning message: 'Oops, these elements won't be alright' with two buttons labeled 'Default Button' and 'Destructive Button'. A note below says 'The following elements aren't available in the rc-1.2 tag version library you selected. It means that when you switch the library version, these elements will be missing on canvas.'

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 the Adele logo and a UXPin badge. Below the header, the title "The Github Primer" is prominently displayed in large, bold, black font, with "Github" above "Primer". A subtitle "design system is called" follows. Below the title, there are links to the "website" (<https://primer.github.io/>) and "repository" (<https://github.com/primer/primer/>). The main content area is divided into three sections: "Technology", "Design", and "Documentation & guidelines". Each section contains a table comparing the system against another (likely UXPin). The "Technology" section includes rows for Code Depth, Components, JS Library/Framework, Typescript, Web Components, Tests, Linter, CSS, CSS In JS, Design Tokens, Bundle Manage, and Distribution. The "Design" section includes rows for UI Kit, Brand Guidelines, Color Naming, Contrast Analysis, Typography, Icons, Space / Grid, Illustration, Data Visualization, Animation, and Voice & Tone. The "Documentation & guidelines" section includes rows for Accessibility Guidelines, Design Principles, Documentation Website, Code Documentation, and Storybook. At the bottom, there are two calls-to-action: "Evangelize Design System with a Free Template!" and "UXPin: Prototype and Manage Your Design System". There are also links to "Learn more & download" and "Start a free trial now!". The footer contains the UXPin logo and copyright information.

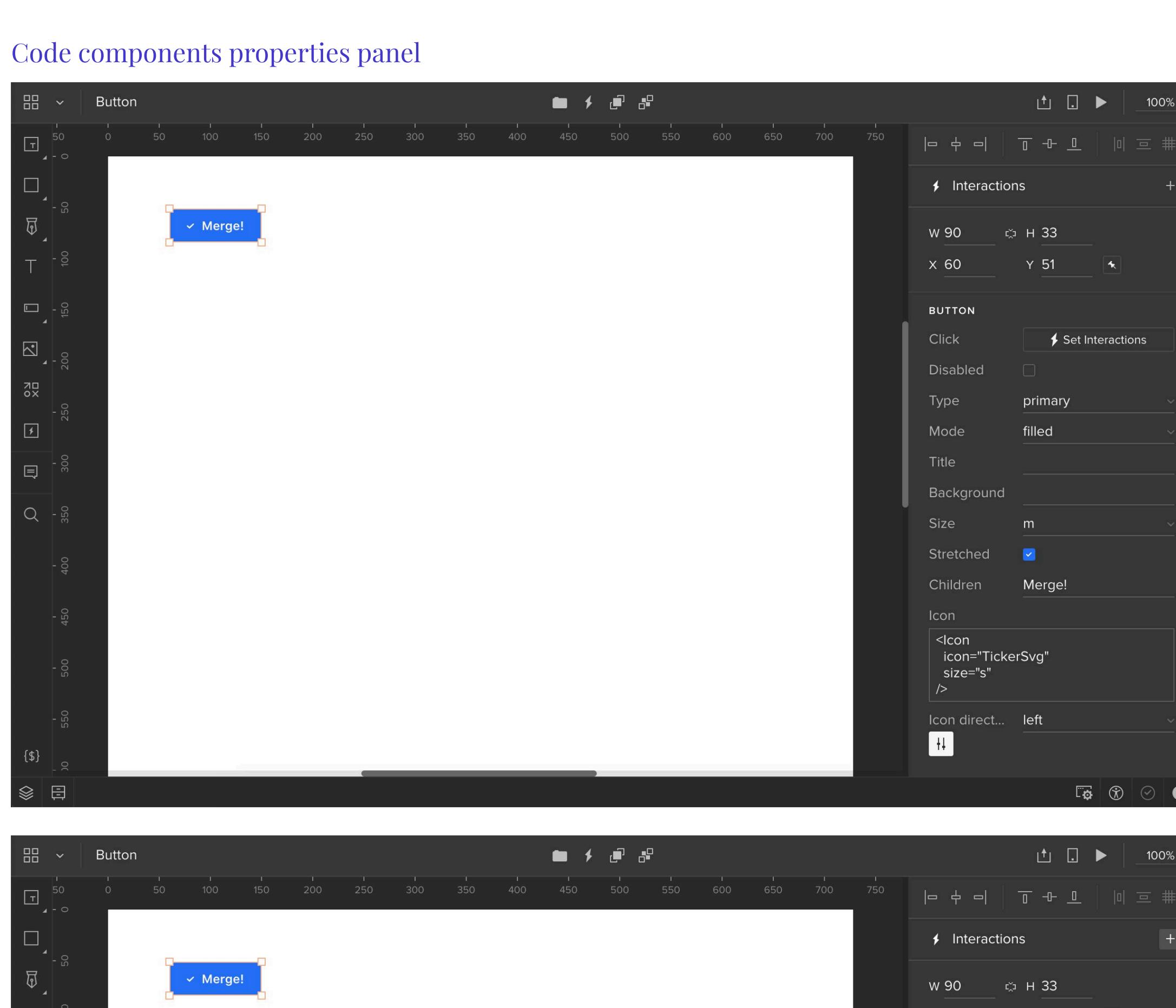
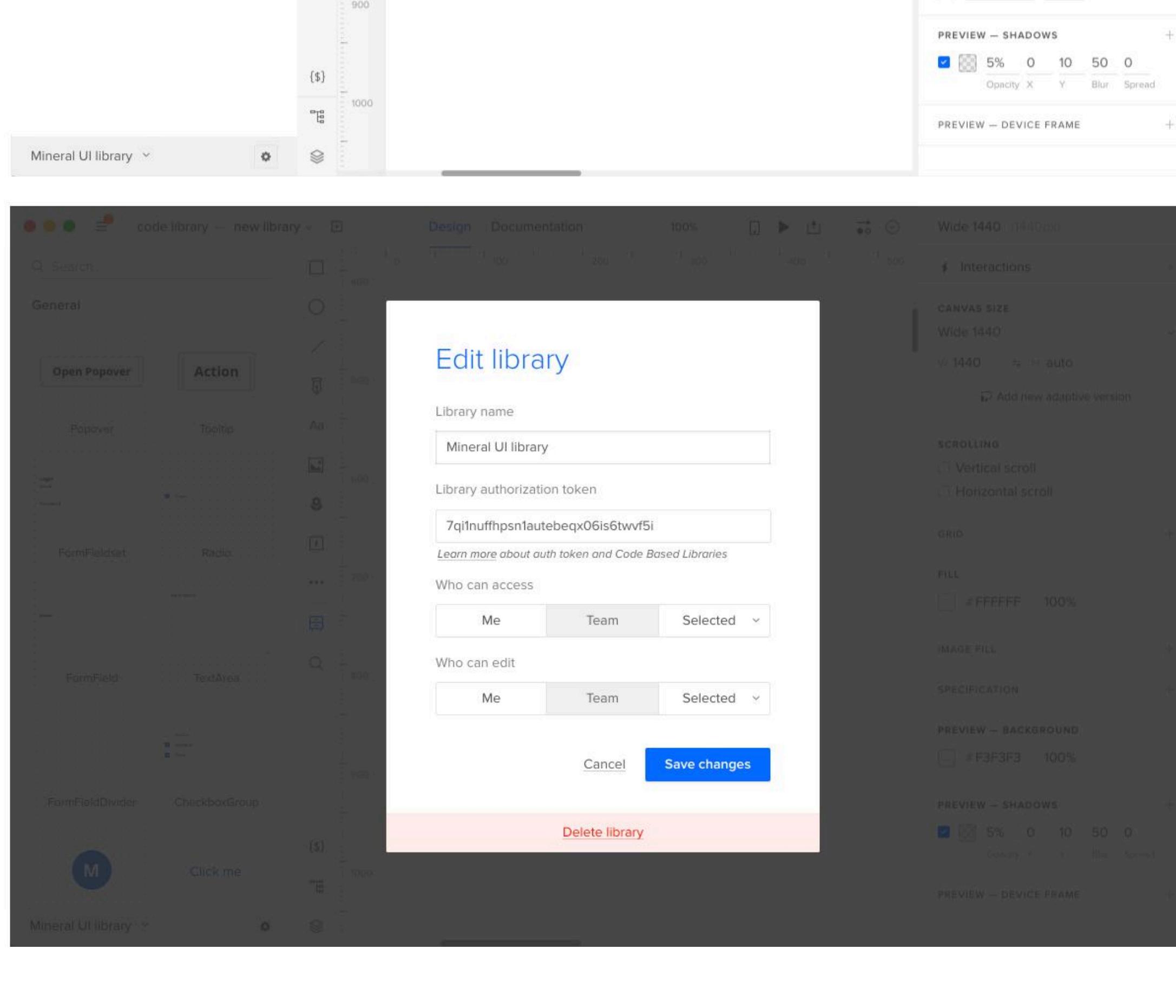
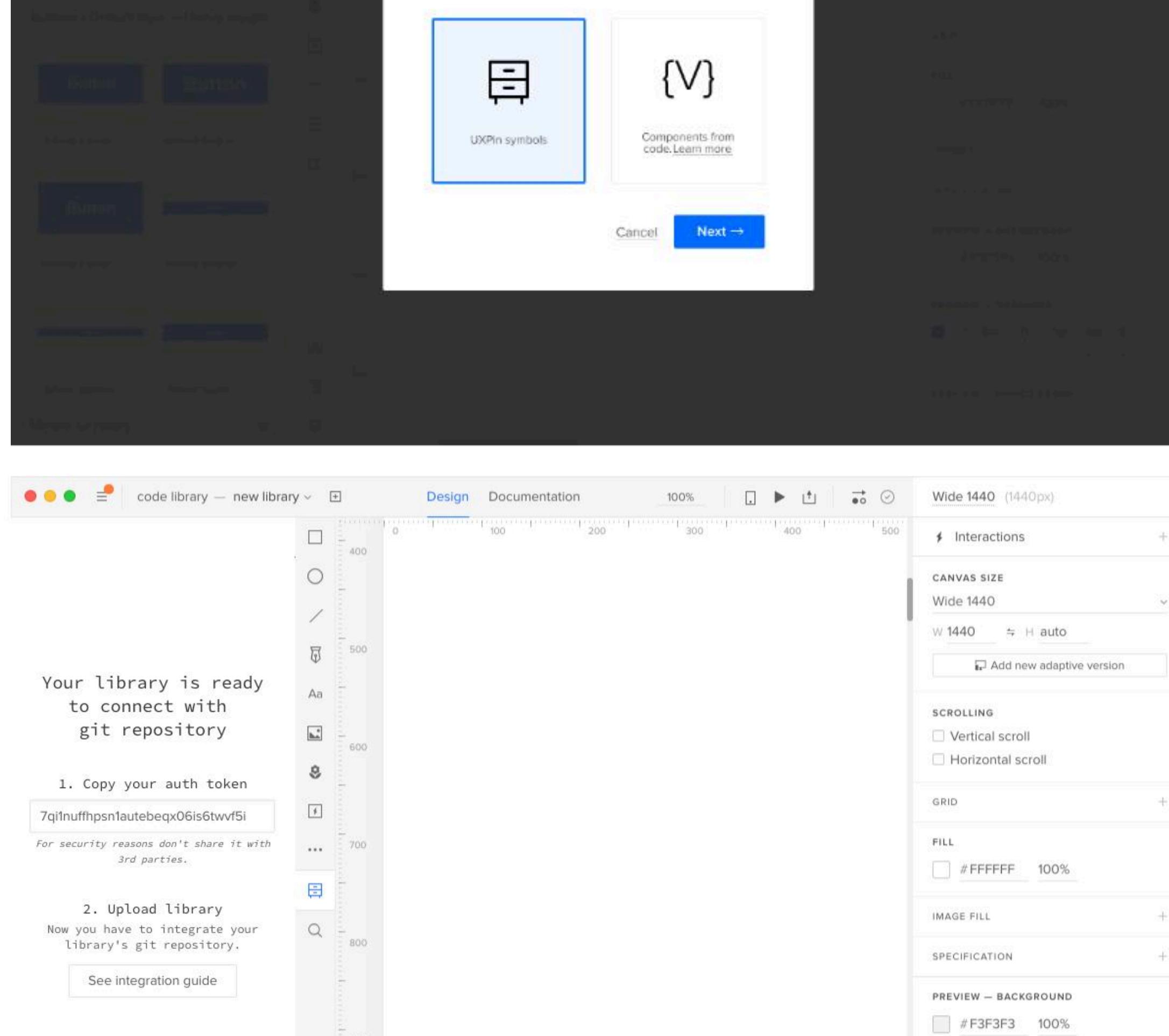
UXPin Merge

UXPin Merge is a technology that bridges the gap between design and technology. Technology gives the possibility to import real production react components into UXPin and use them in designs. This approach gives developers and designers the possibility to work on the same elements and use a single source of truth – the git repository.

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

2021 | UXPin
role :product lead / ux design

Creating new library flow



Code components properties panel



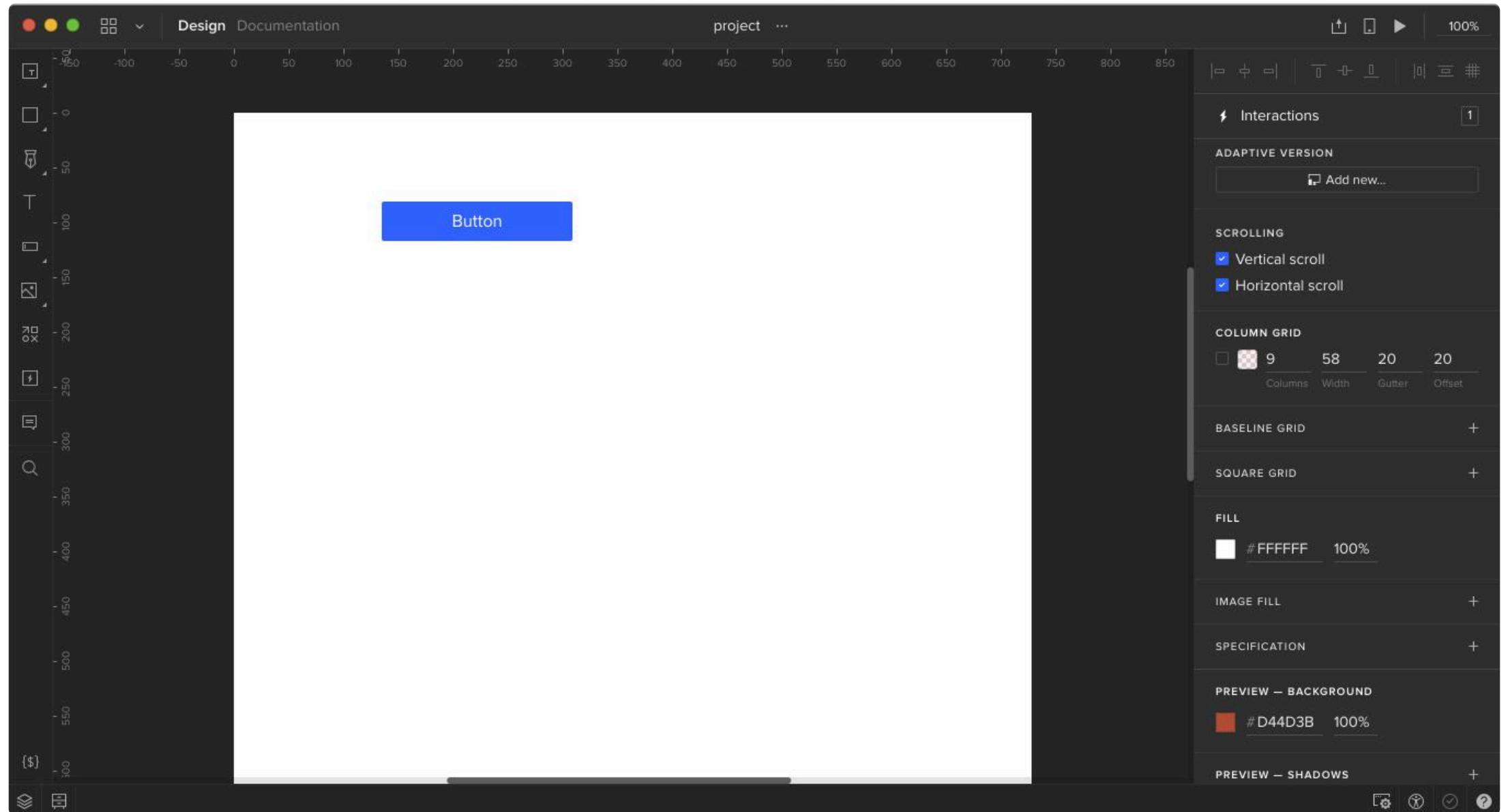
UXPin Desktop App

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



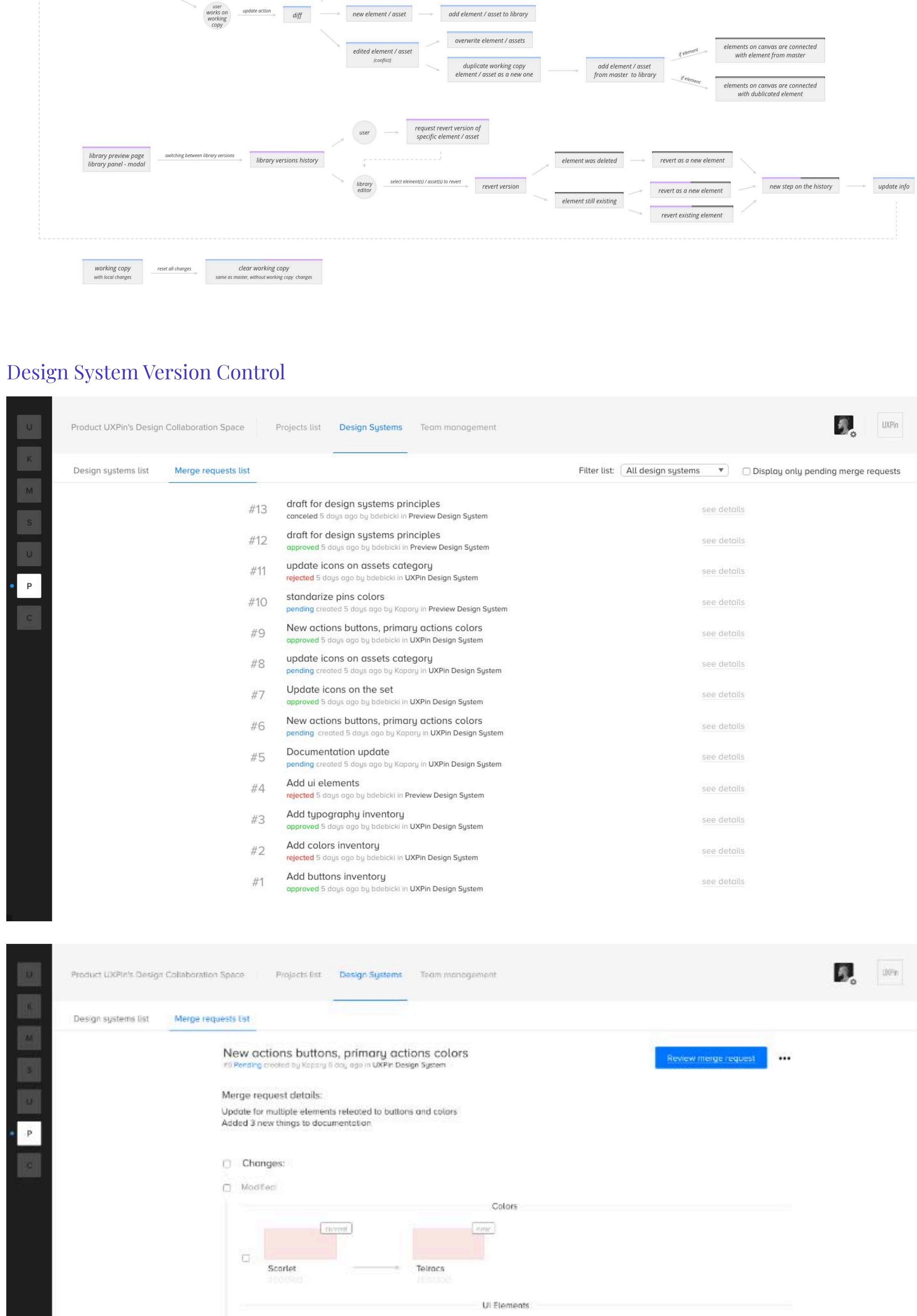
Design System version control

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 in UXPin. It lists several merge requests, each with a title, status, and a 'see details' link. The requests include: #13 draft for design systems principles (pending), #12 draft for design systems principles (approved), #11 update icons on assets category (rejected), #10 standardize pins colors (pending), #9 New actions buttons, primary actions colors (approved), #8 update icons on assets category (pending), #7 Update icons on the set (approved), #6 New actions buttons, primary actions colors (pending), #5 Documentation update (pending), #4 Add ui elements (rejected), #3 Add typography inventory (approved), #2 Add colors inventory (rejected), and #1 Add buttons inventory (approved). The sidebar on the left shows navigation links for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'.

This screenshot shows a detailed view of a merge request for 'New actions buttons, primary actions colors'. The 'Merge request details' section indicates it's pending, created by Kopary 6 days ago, and updated by UXPin 6 days ago. The 'Review details' section shows it's been approved 3 times. The 'Approved changes' section displays a comparison between 'current' and 'new' states for UI Elements, specifically for Buttons. The 'Details' section includes a full description of the changes made to the Buttons category.

This screenshot shows a detailed view of a merge request for 'New actions buttons, primary actions colors'. The 'Merge request details' section indicates it's accepted, created by bdebski 1 day ago, and updated by UXPin 6 days ago. The 'Review details' section shows it's been accepted 3 times. The 'Approved changes' section displays a comparison between 'current' and 'new' states for UI Elements, specifically for Buttons. The 'Details' section includes a full description of the changes made to the Buttons category.

Library Version Control

This screenshot shows the 'Design library version history' for the 'Colors' section. It displays two color swatches: 'Blue Ribbon' (#006cff) and 'Scarlet' (#E01300). The 'Details' section includes a full description of the changes made to the Colors category.

was it raining at open'er festival?

If you are a fan of the Open'er Festival or live in the Tricity Poland you probably know jokes about the weather during the festival. I decided to analyze historical data and refute or confirm the myth that it always rains during the Open'er. The project is still in development.

2017 | private project
role :design + code



was it raining at open'er festival? [2017](#) [2016](#) [2015](#) [2014](#) [2013](#) [2012](#)

2017
OPEN'ER FESTIVAL POWERED BY ORANGE

28th June - 1st July
Babie Doły Airport, Gdynia

RADIOHEAD / FOO FIGHTERS
THE WEEKEND / THE XX / LORDE

[see full lineup +](#)

RAIN **NO**

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2016
OPEN'ER FESTIVAL POWERED BY ORANGE

29th June - 2nd July
Babie Doły Airport, Gdynia

FLORENCE + THE MACHINE
RED HOT CHILI PEPPERS
LCD SOUNDSYSTEM | SIGUR RÓS
PHARRELL WILLIAMS | KYGO

[see full lineup +](#)

RAIN **YES**

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LINUP 2016 [x](#)

FLORENCE + THE MACHINE
RED HOT CHILI PEPPERS
LCD SOUNDSYSTEM | SIGUR RÓS
PHARRELL WILLIAMS | KYGO

AT THE DRIVE-IN | BASTILLE | BEIRUT | CARIBOU
CHVRCHES | DAWID PODSIADEŁO | FOALS | GRIMES
KURT VILLE & THE VIOLATORS | M83 | MAC DEMARCO
PAUL KALKBRENNER | PJ HARVEY | SAVAGES
SKEPTA | TAME IMPALA | THE 1975
THE LAST SHADOW PUPPETS | WIZ KHALIFA

CATZ 'N DOGS | DJ TENNIS | FLIRTINI | JACEK SIENKIEWICZ | KAMP! | KORTEZ
LUNICE | ŁONA | WEBBER | MAŁPA | MARIA PESZEK | NOTHING BUT THIEVES
PTAKI | RASMENTALISM | REBEKA | RYSY | SECTION BOYZ
WINCE STAPLES | XANAXX | ZBIGNIEW WODESKI with MITCH & MITCH ORCHESTRA
AN ON BAST | BAASCH | CHINO | COLDAIR | CZELUŚC LIUTRO X KOSA | GROBEL | HANA
HEROES GET REMEMBERED | JAAAI | JÓGA | KUBA SOJKA | KROKI | LXMP | NAGROBKI
OLIVIER HEIM | OTSCHODZI | PIOTR BEJMAR | PIOTR ZIOLA | SHY ALBATROSS | SONAR | SOOM T
SPOKEN LOVE | STARA RZEKA | SUUMO | T'NIEN LAI | TERRIFIC SUNDAY | V/O | WE DRAW A | ZAMILSKA

RAIN [x](#)

29th June	yes
30th June	yes
1st July	no
2nd July	yes

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Spoiler alert: for 14 of 18 editions of the festival rain was noticed]:->

Simplify editor

In 2017 in UXPin we did a huge usability test with our users about the condition of our application. Based on the research we decided to prepare a package of improvements in working with elements on the canvas and small redesign of UI.

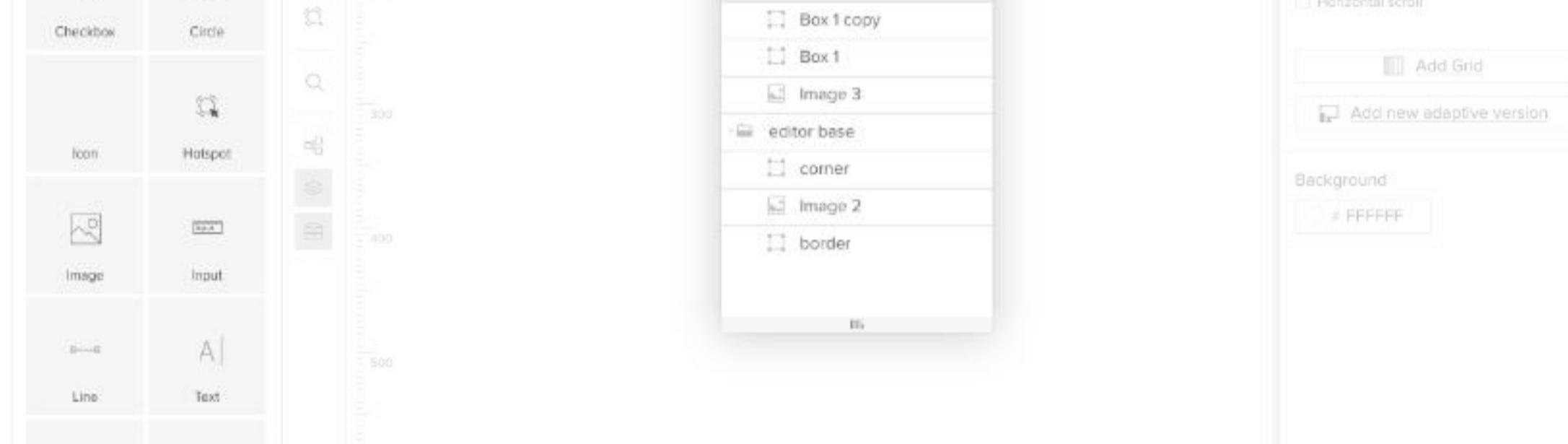
UI changes contain redesign of the top bar and release toolbar with quick access to the most popular elements and floating layers panel. Interactions flow was also simplified and enriched by predefined actions (based on the most popular ones).

2017 | UXPin
role :product lead / ux design

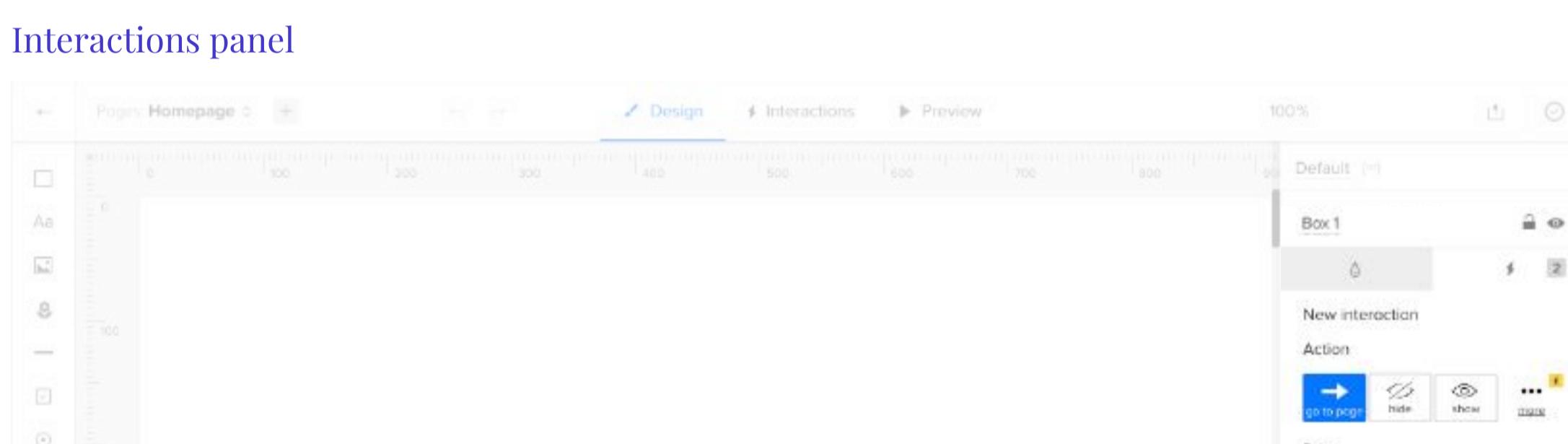
Top bar and toolbar



Left panels and floating layers



Interactions panel



Final redesign effect

