

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

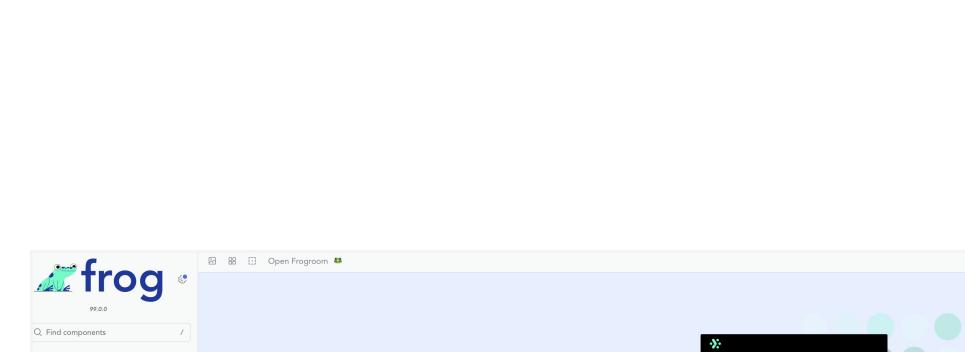
Tokens

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',
```

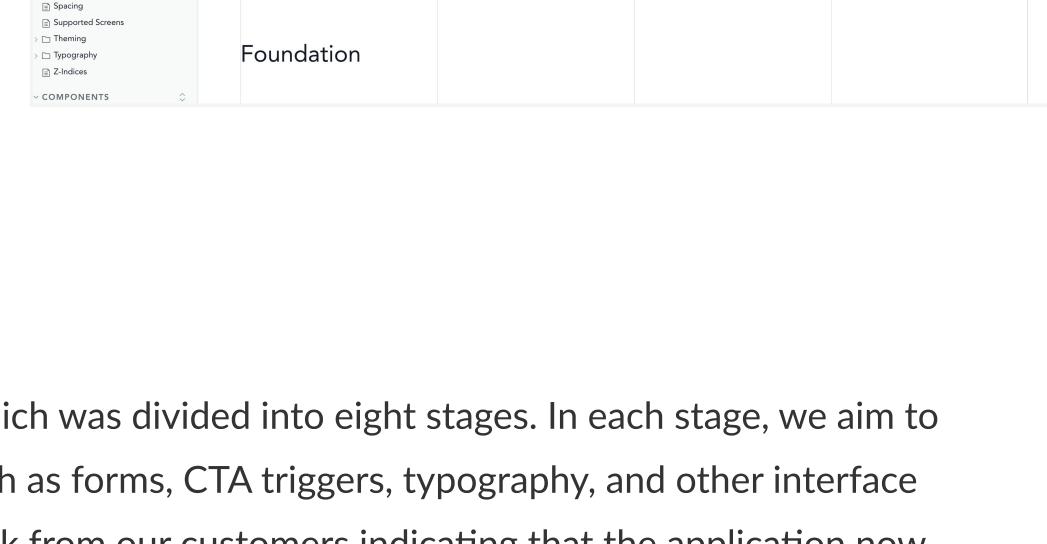
Components

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.

The screenshot shows the Adverity platform interface before a major redesign. On the left, there's a sidebar with sections for 'Connect', 'Datastreams' (which is currently selected), 'Performance Manager', 'Statistics', 'Managed Onboards', 'All Extracts', and 'All Issues'. The main area features a search bar at the top with filters for 'Type', 'Workspace', 'Name', 'Updated', 'Created', 'Last used', 'Billing objects', 'Datastreams', and 'Access Granted'. Below the search bar is a large table listing data streams, each with a preview icon, name, workspace, creation date, last run, and creator information. At the bottom right of the main area, there's a note: 'Adverity UI before redesign'.

The screenshot shows the Adverity platform interface after a major redesign. The sidebar has been simplified, with only 'Datastreams' and 'Administration' visible under 'CONNECT DATA'. The main area has a cleaner layout with a search bar at the top and a table below it. The table columns include 'Datasource', 'Destinations', 'Name', 'Workspace', 'Issues', 'Last Run', 'Next Run', 'Edited', and 'Creator'. The overall aesthetic is more modern and user-friendly compared to the previous version.

UXPin Tokens

Following industry standards, competitor insights, and user feedback, we identified a niche for the Tokens feature in the UXPin editor. We began with benchmarking various tools on the market, such as Tokens Studio and Interplay, and analyzed the draft of the Design Tokens Standard from the Design Tokens Community Group.

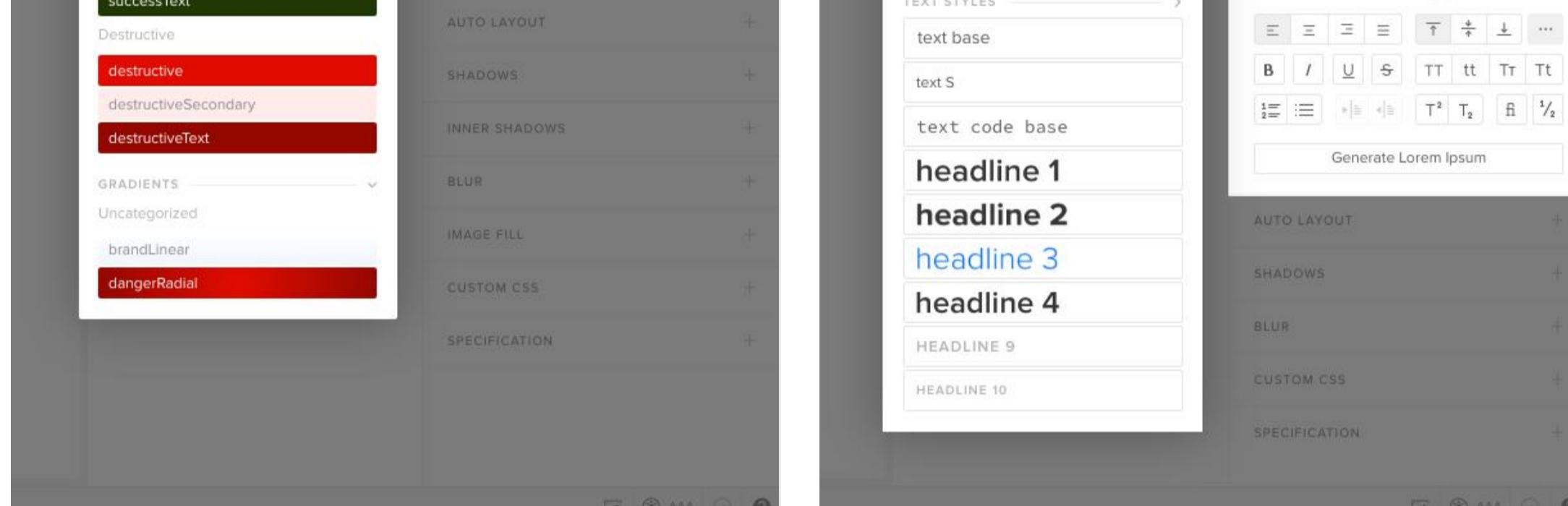
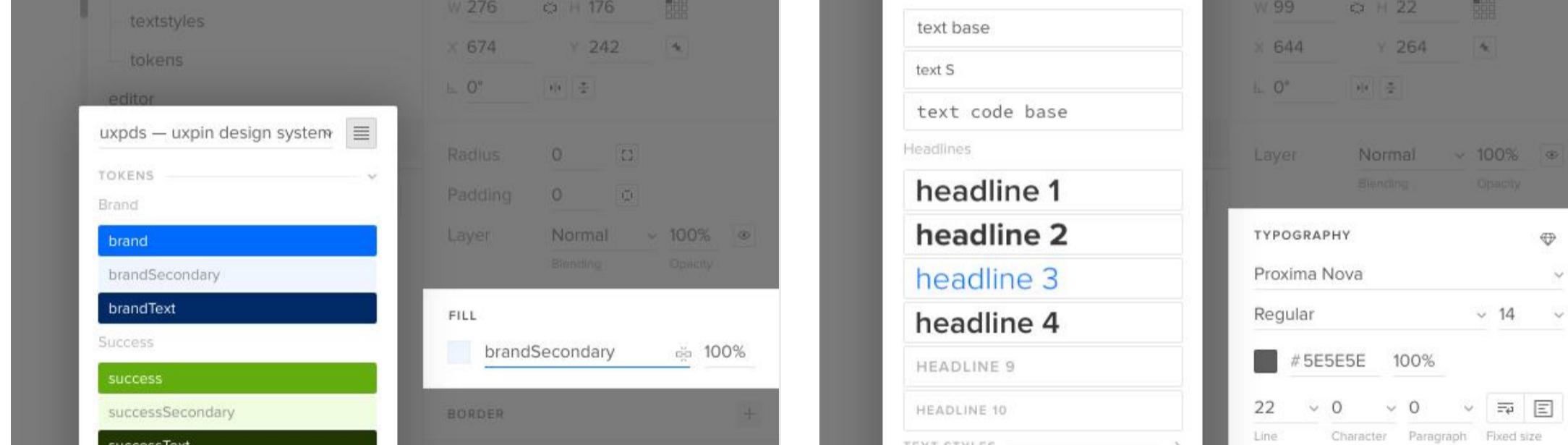
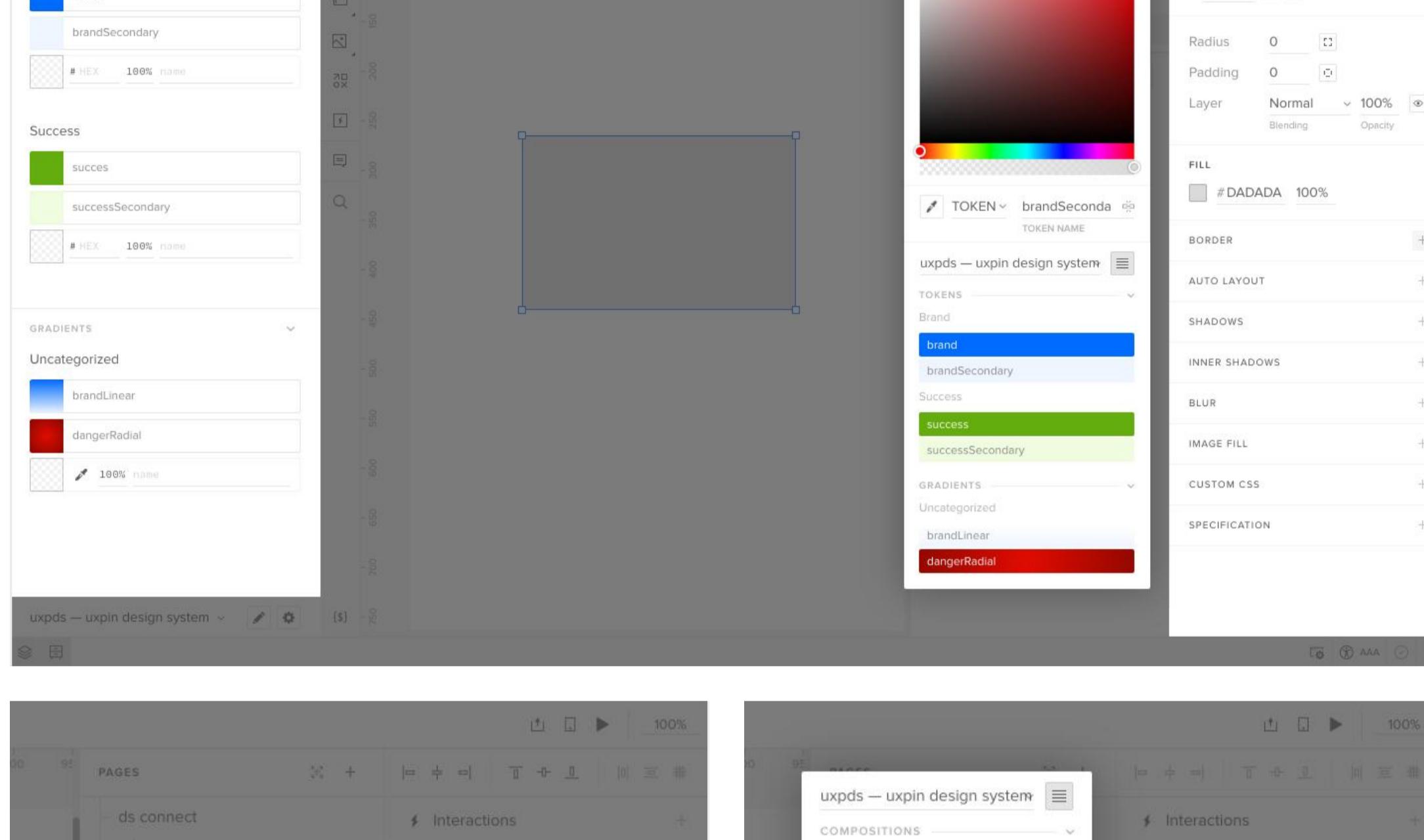
In addition to designing and conceptualizing new features, I also contributed to the technical analysis by sharing knowledge about design tokens and their standards and patterns.

Unfortunately, after thorough technical analysis and cost estimation, the project was canceled due to development costs and limited resources.

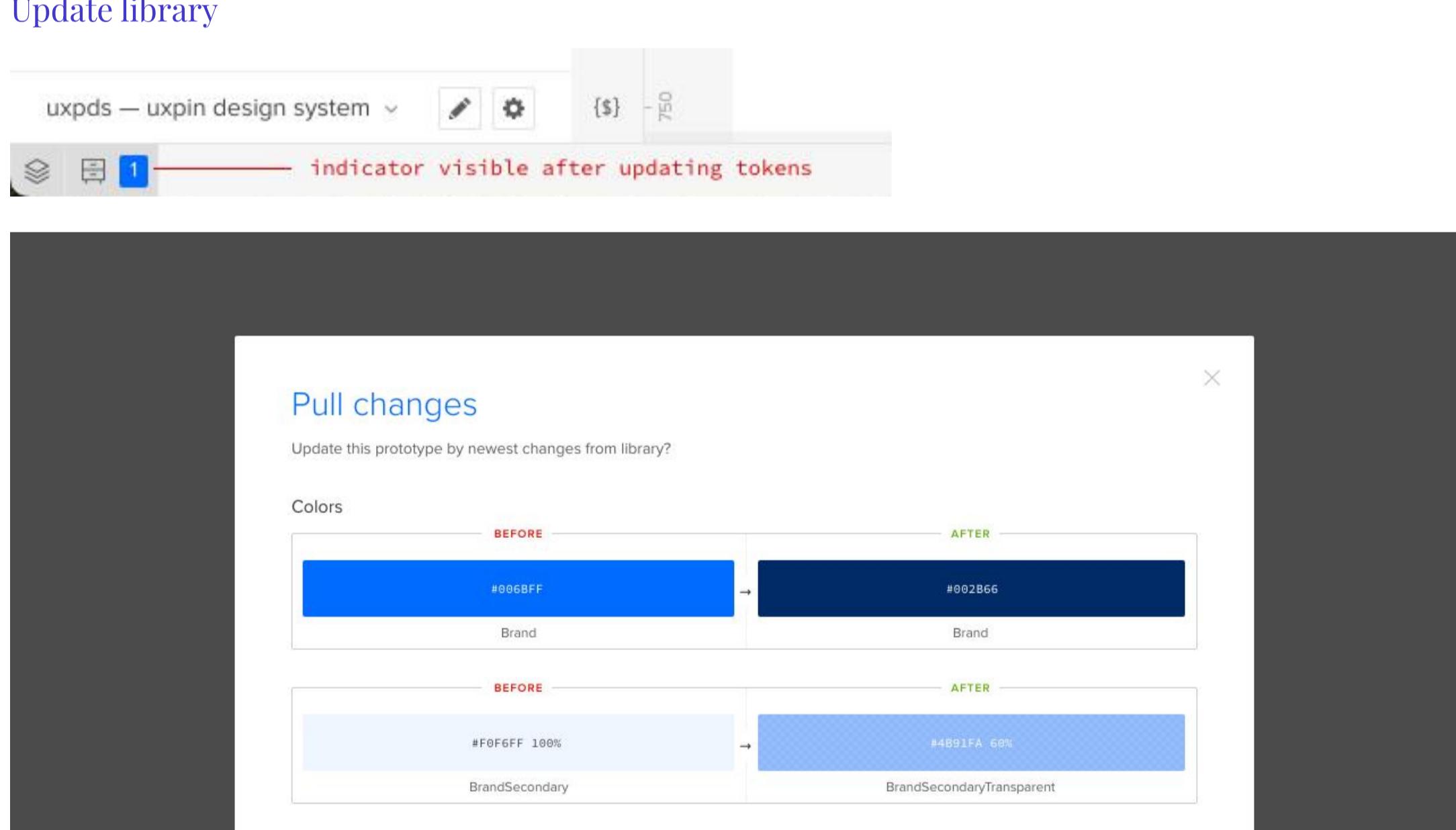
2023 | UXPin

role :consultant / design

Library and properties panel



Update library



Merge properties panel unification

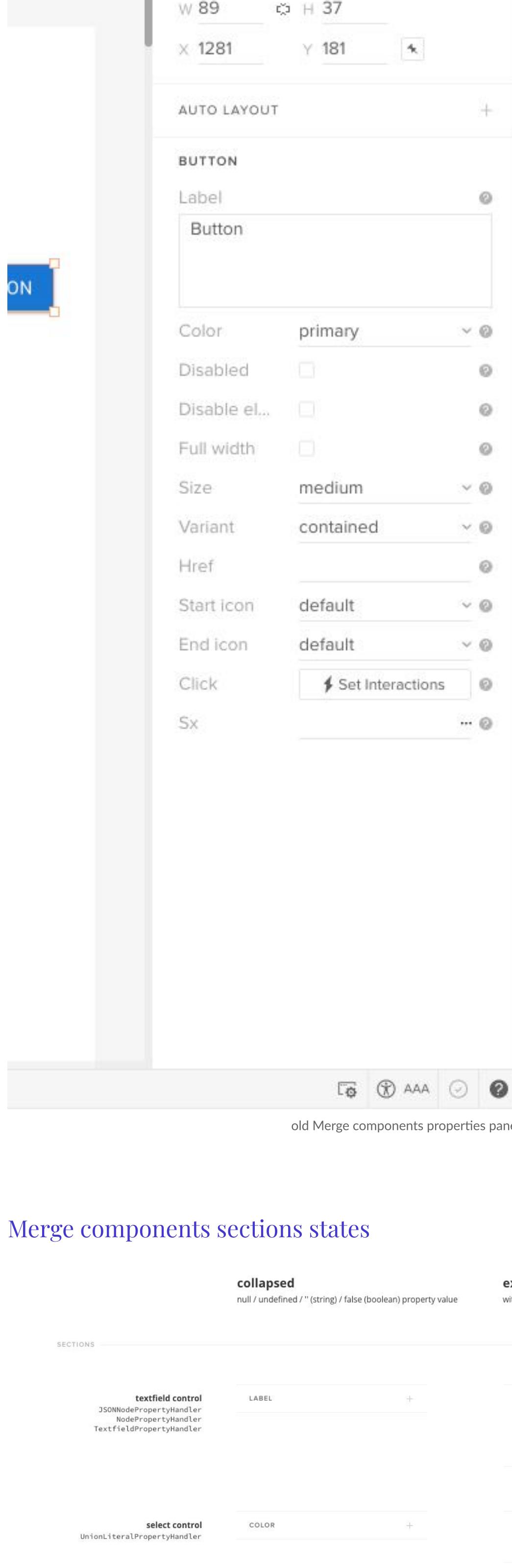
From feedback from our users, we find out that properties panel for merge components is not clear to them. The biggest issue was that they had to learn new, different concept than for regular components.

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.

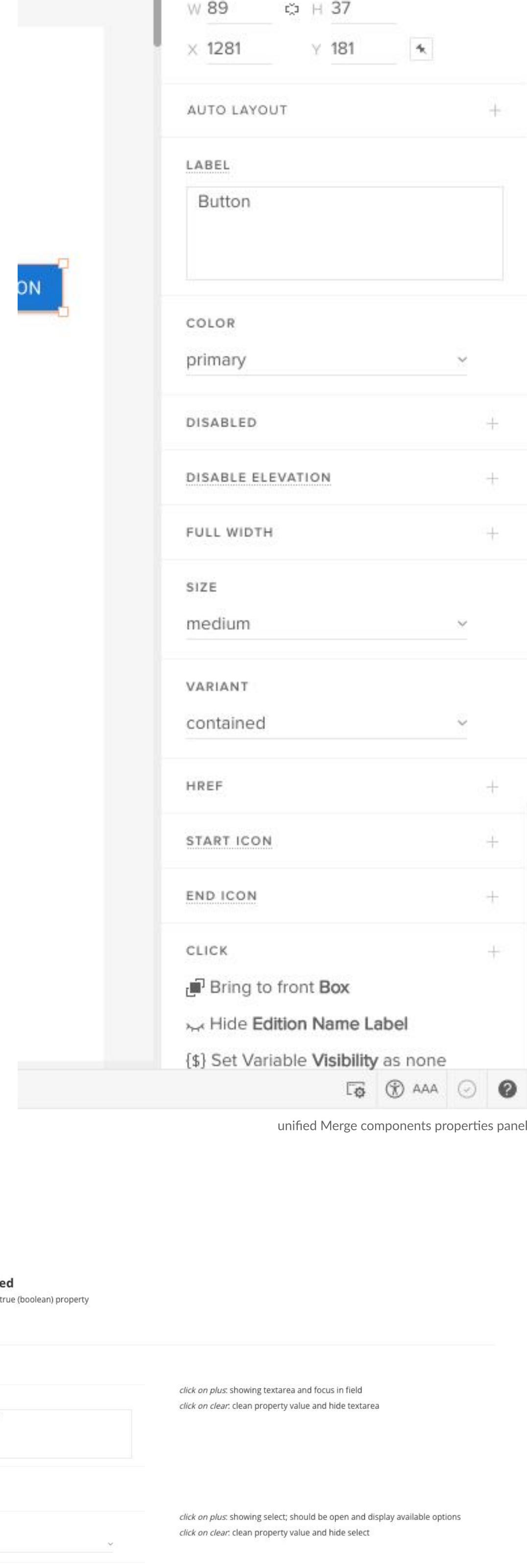
2023 | UXPin

role :design

Previous and unified properties panel



old Merge components properties panel



unified Merge components properties panel

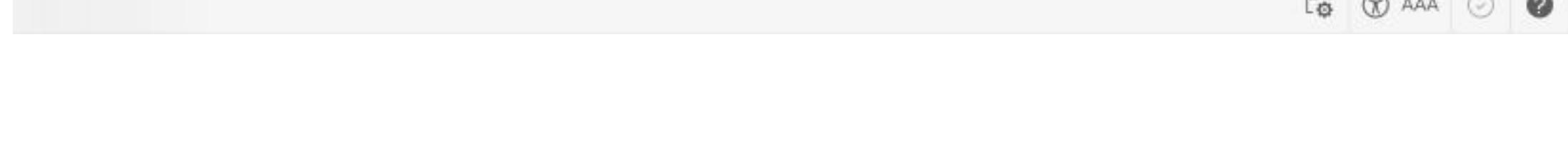
Merge components sections states

This screenshot displays a grid of sections for various control types, each showing collapsed and expanded states with their respective descriptions and UI details.

- collapsed:** null / undefined / "" (string) / false (boolean) property value
- expanded:** with value / true (boolean) property

SECTION	COLLAPSED STATE	EXPANDED STATE	DESCRIPTION
textfield control	JSONNodePropertyHandler NodePropertyHandler TextfieldPropertyHandler	LABEL Button	click on plus: showing textarea and focus in field click on clear: clean property value and hide textarea
select control	UnionLiteralPropertyHandler	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	BooleanPropertyHandler BooleanSwitcherPropertyHandler	DISABLED True False	click on plus: show switcher with selected true value click on clear: set up false value and hide switcher
string control	JSONStringPropertyHandler StringPropertyHandler NumberPropertyHandler (with InputMinMax)	HREF	click on plus: show input and focus field click on clear: clean up value and hide input
function control	FunctionPropertyHandler	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	CodePropertyHandler	SX	click on plus: show code control with opened code editor click on clear: clean up value and hide control
color control	ColorPropertyHandler	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		after click in reset icon section should be expanded with default value

Information about component's library in properties panel



Polaris / redesigned-buttons



AAA



?

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UXPin Design System

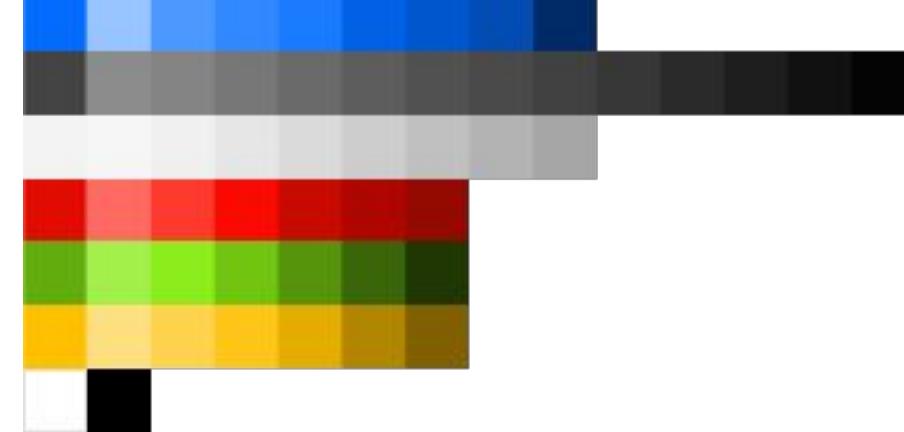
Basing on the actual design of the product I have prepared a design system. The goal was to clean and organize and simplify colors, typography, iconography, and interface elements. During this work, I was in close contact with the design and development team.

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

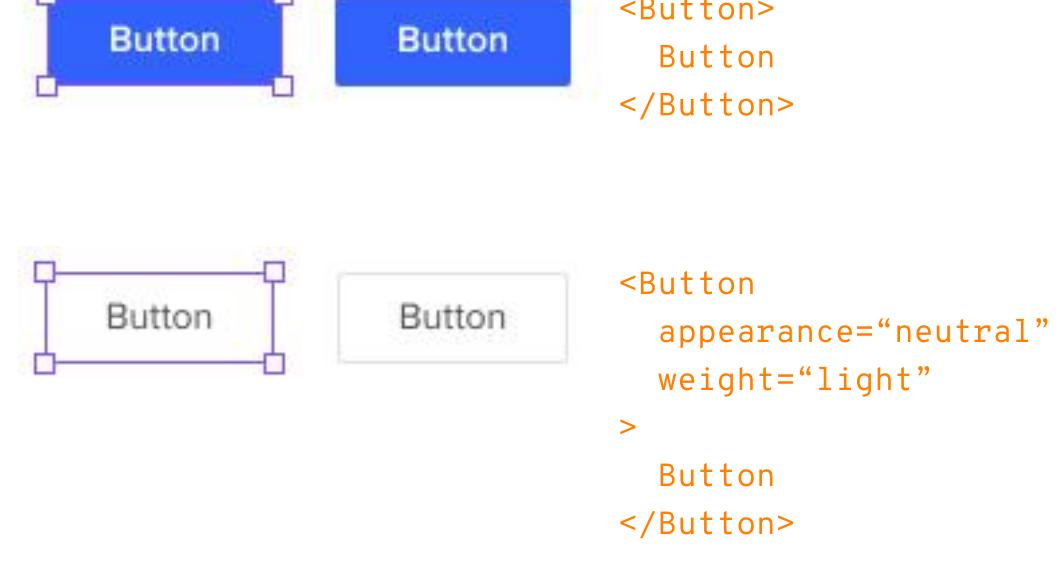
In UXPin was 291 used icons. A lot of those icons were duplicate and similar. During cleaning, I decrease the number of icons to 172.



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



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 UXPin interface with the 'Edit library' dialog open. The 'Library name' is set to '(V) Material UI'. The 'Default library version in new projects' dropdown is set to 'Tag rc-1.1'. A modal window titled 'Tags' lists tags: dev-1.1, dev-1.2, dev-1.3, dev-1.4, rc-1.1, rc-1.2, rc-1.3. 'rc-1.1' is selected. Another modal window titled 'Branches' lists branches: new-button, upgrade-react, poc-input2, release-1.1, release-1.2. None are selected. The background shows the library documentation with a tooltip for a 'Tabs' component stating: 'This project uses the library version based on the rc-1.2 tag. Updated 2 months ago (commit 1e9eb26)'.

Setting library version on project level

The screenshot shows the 'Manage Library Versions' dialog. It lists available tags: dev-1.1, dev-1.2, dev-1.3, dev-1.4, rc-1.1, rc-1.2, rc-1.3, local-20.02.21, local-30.03.21. 'rc-1.1' is selected. 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: 'Some Merge components used in this project are unavailable in the selected library version - rc-1.2.' It lists missing elements: Default Button, Destructive Button. A second message 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.' It shows two buttons: 'Default Button' and 'Destructive Button'. A 'Proceed' button is visible at the bottom right.

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 header 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 page is divided into several sections: "Technology", "Design", and "Documentation & guidelines". Each section contains a table comparing various design system components across different technologies or guidelines. For example, under "Technology", there's a table comparing Code Depth (Components, JS Library/Framework, Typescript, Web Components, Tests, Linter, CSS, CSS In JS, Design Tokens, Bundle Manager, Distribution) against HTML/CSS (HTML/CSS, SASS, SCSS, Primer Module Build Script, NPM). Under "Design", there's a table comparing UI Kit, Brand Guidelines, Color Naming, Contrast Analysis, Typography, Icons, Space / Grid, Illustration, Data Visualization, Animation, and Voice & Tone against various design principles like natural color naming, Go to Typography, Go to Space / Grid, etc. Under "Documentation & guidelines", there's a table comparing Accessibility Guidelines, Design Principles, Documentation Website, Code Documentation, and Storybook against various documentation formats like Markdown, Go to Storybook, etc. At the bottom, there are two main calls-to-action: "Evangelize Design System with a Free Template!" and "UXPin: Prototype and Manage Your Design System". Each has a corresponding icon and a brief description. There's also a note about 40+ slides ready for action and a mention of UXPin's features for managing design processes.

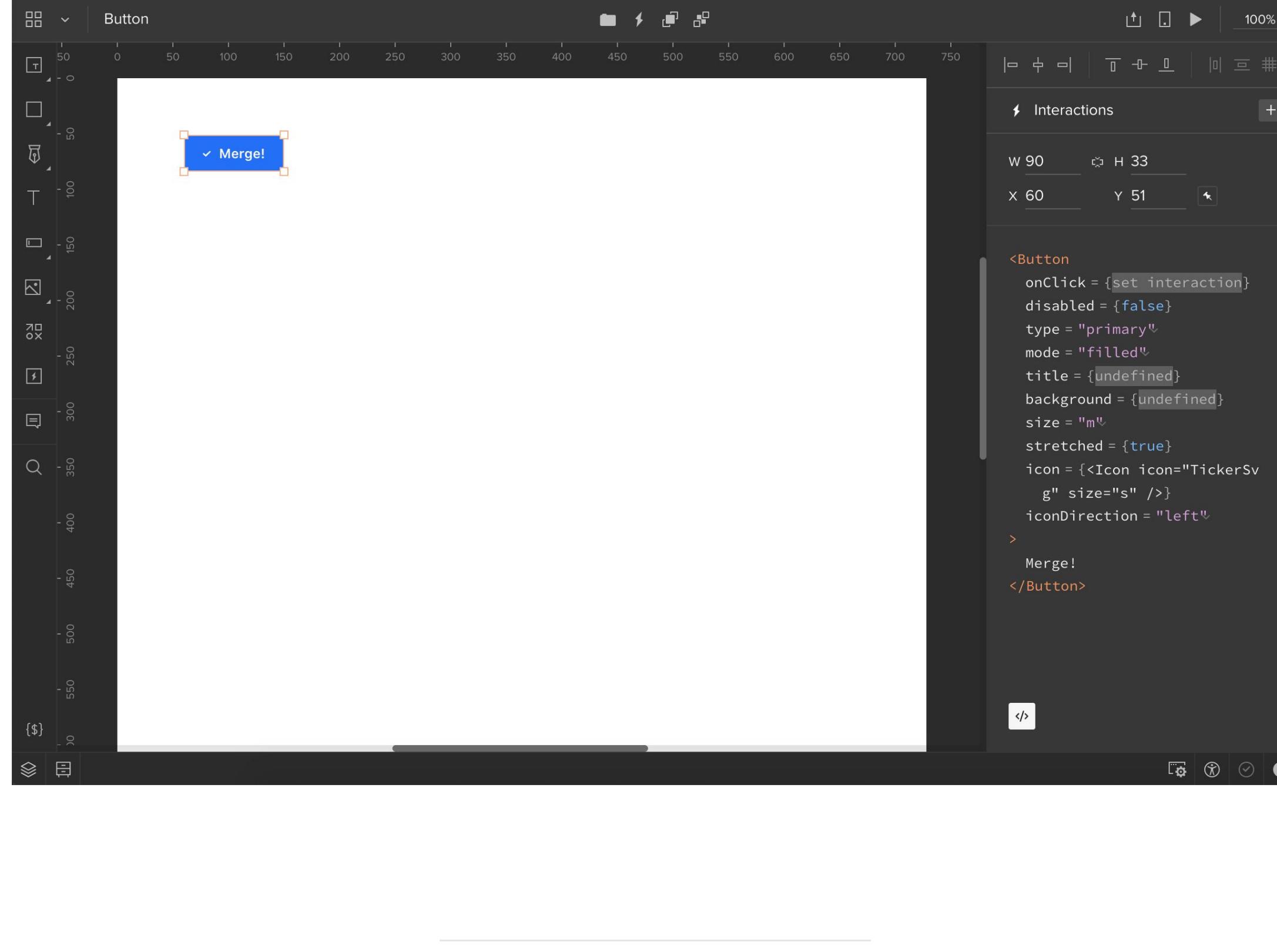
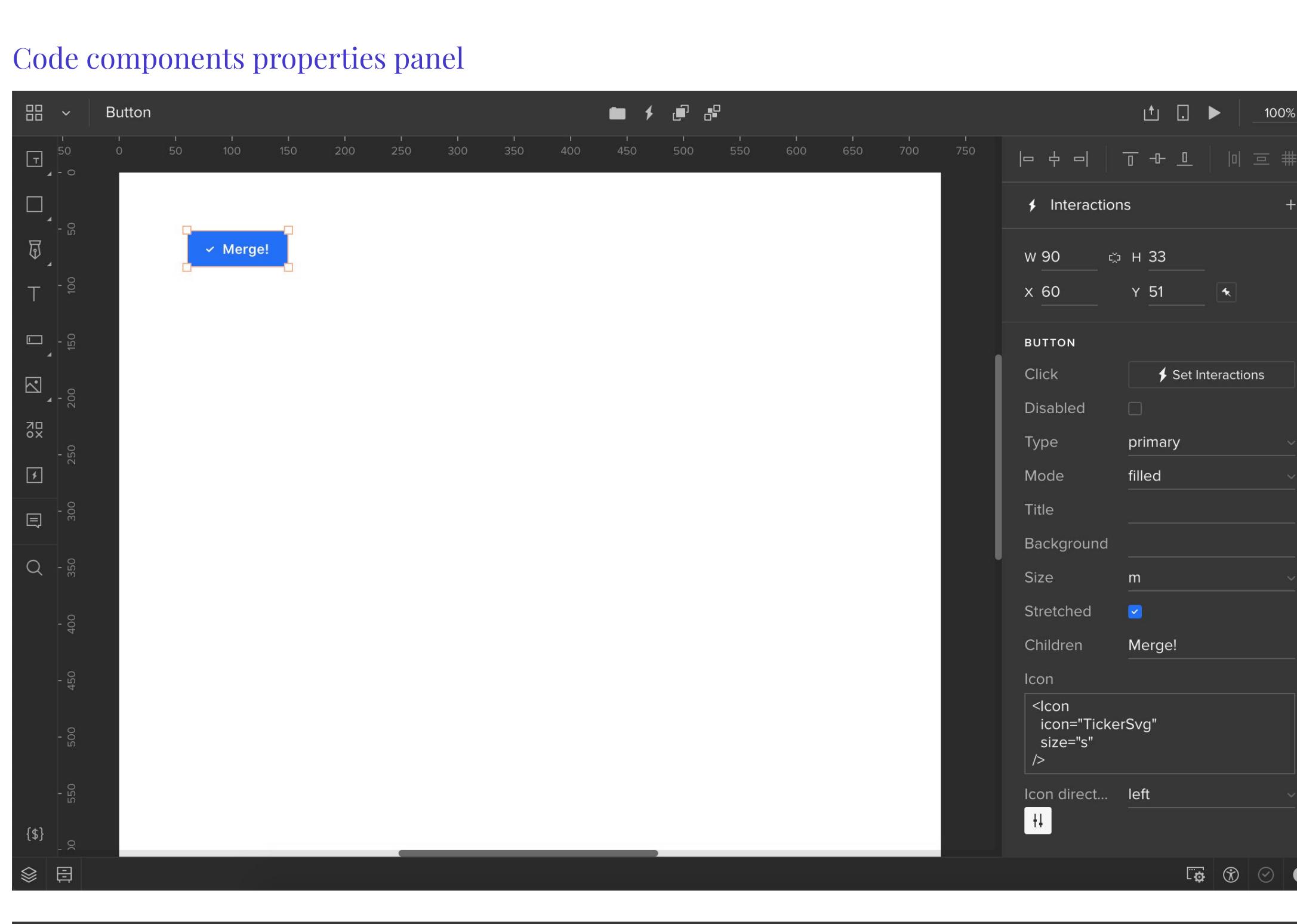
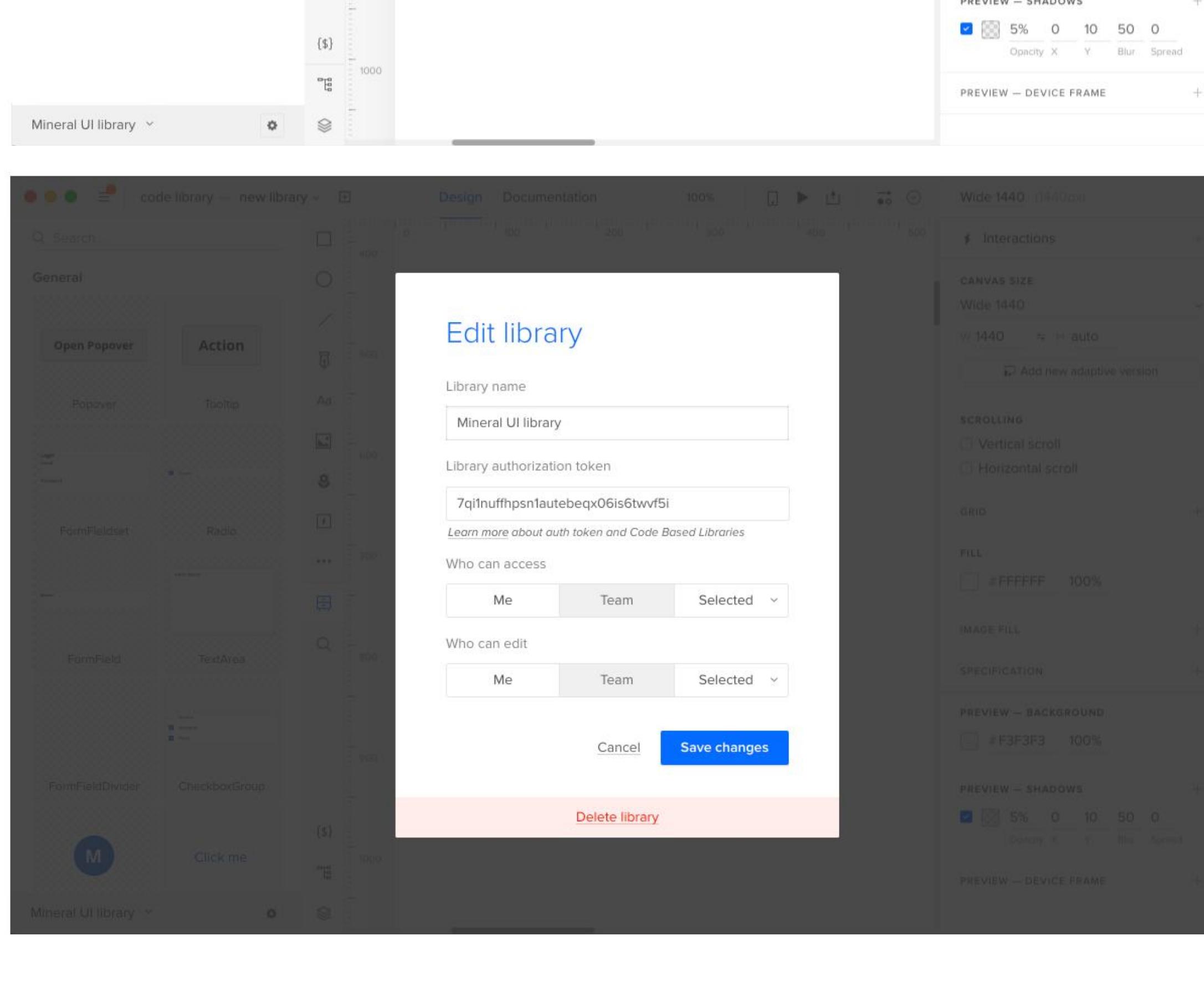
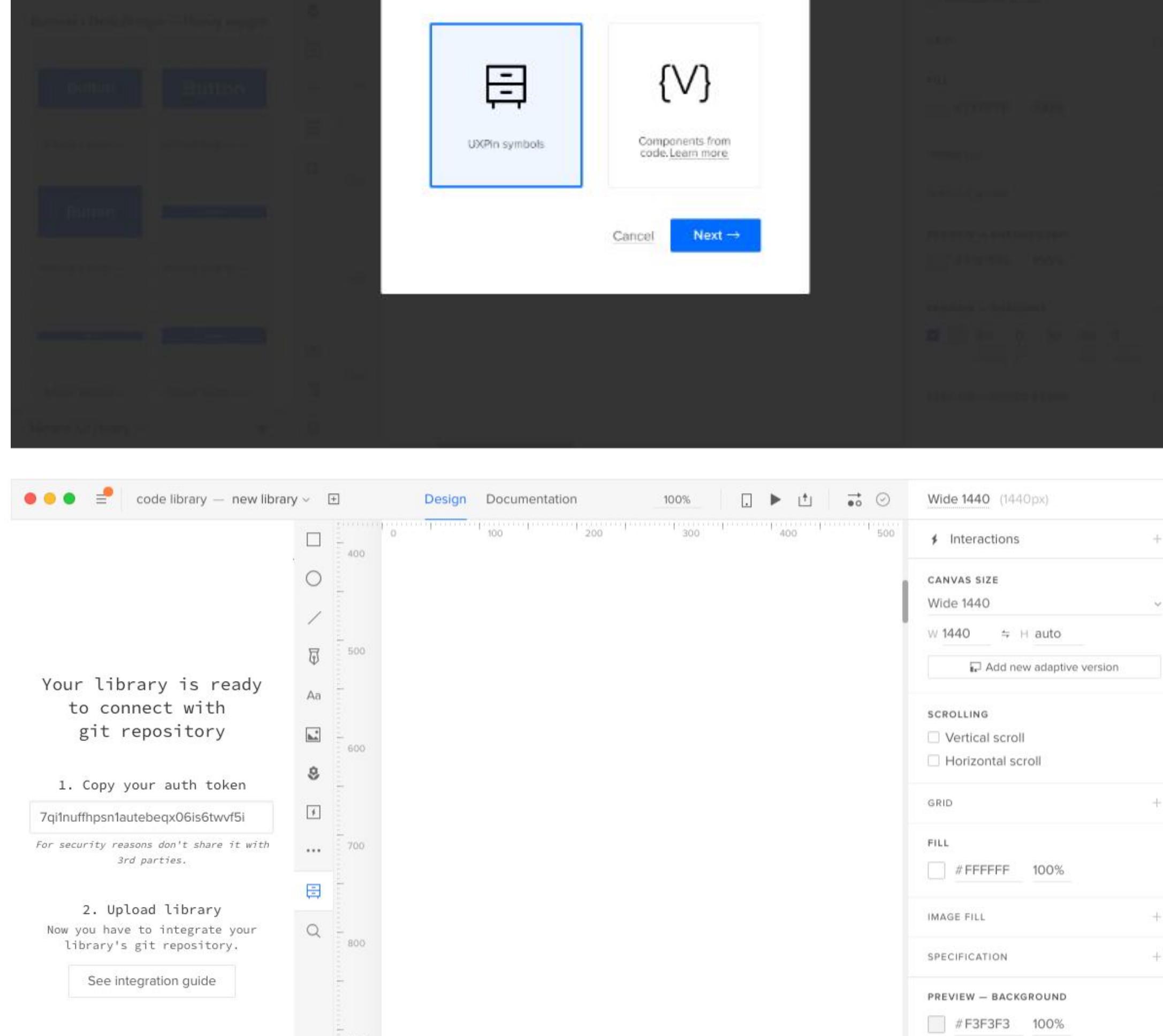
UXPin Merge

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



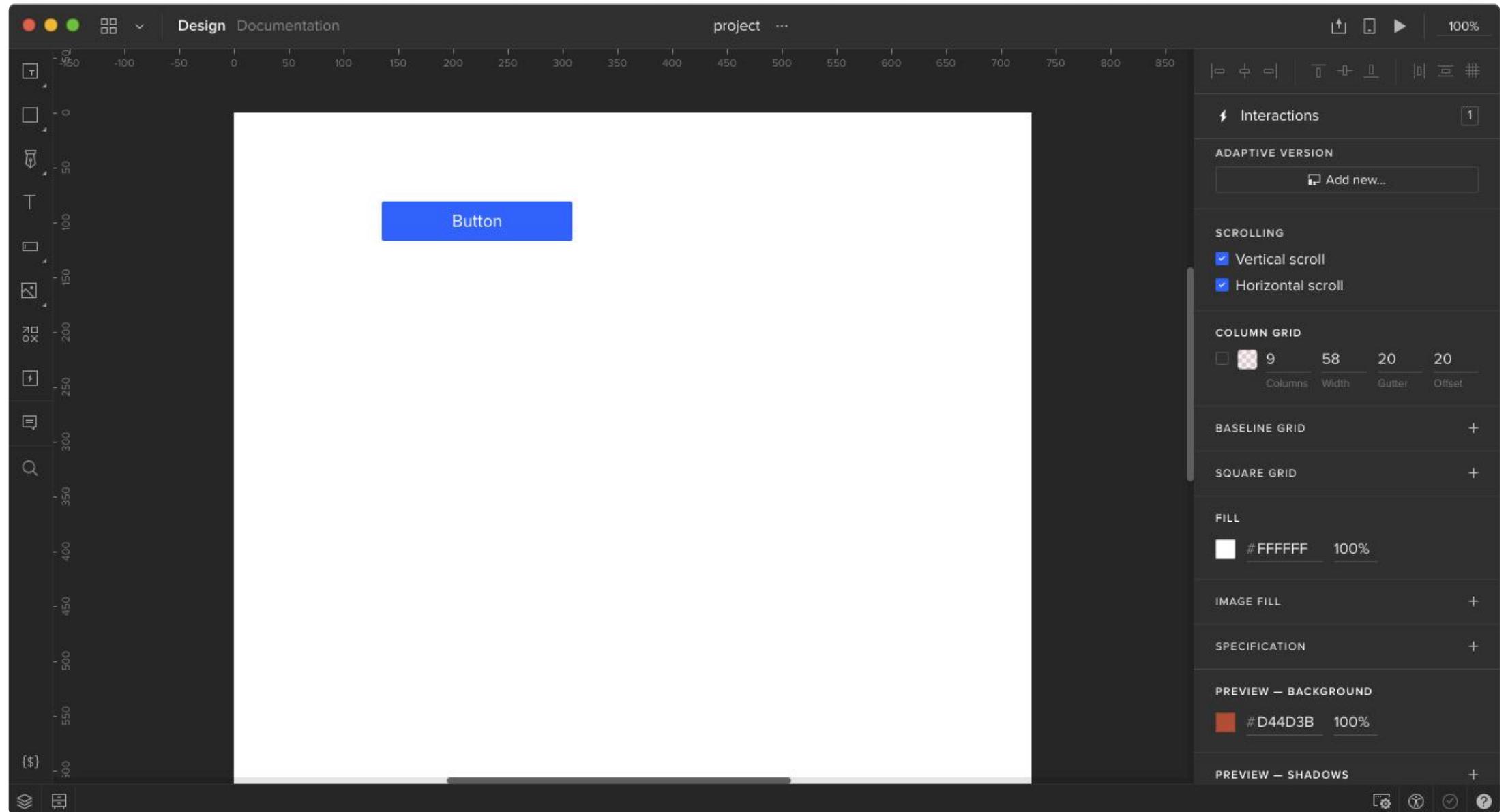
UXPin Desktop App

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



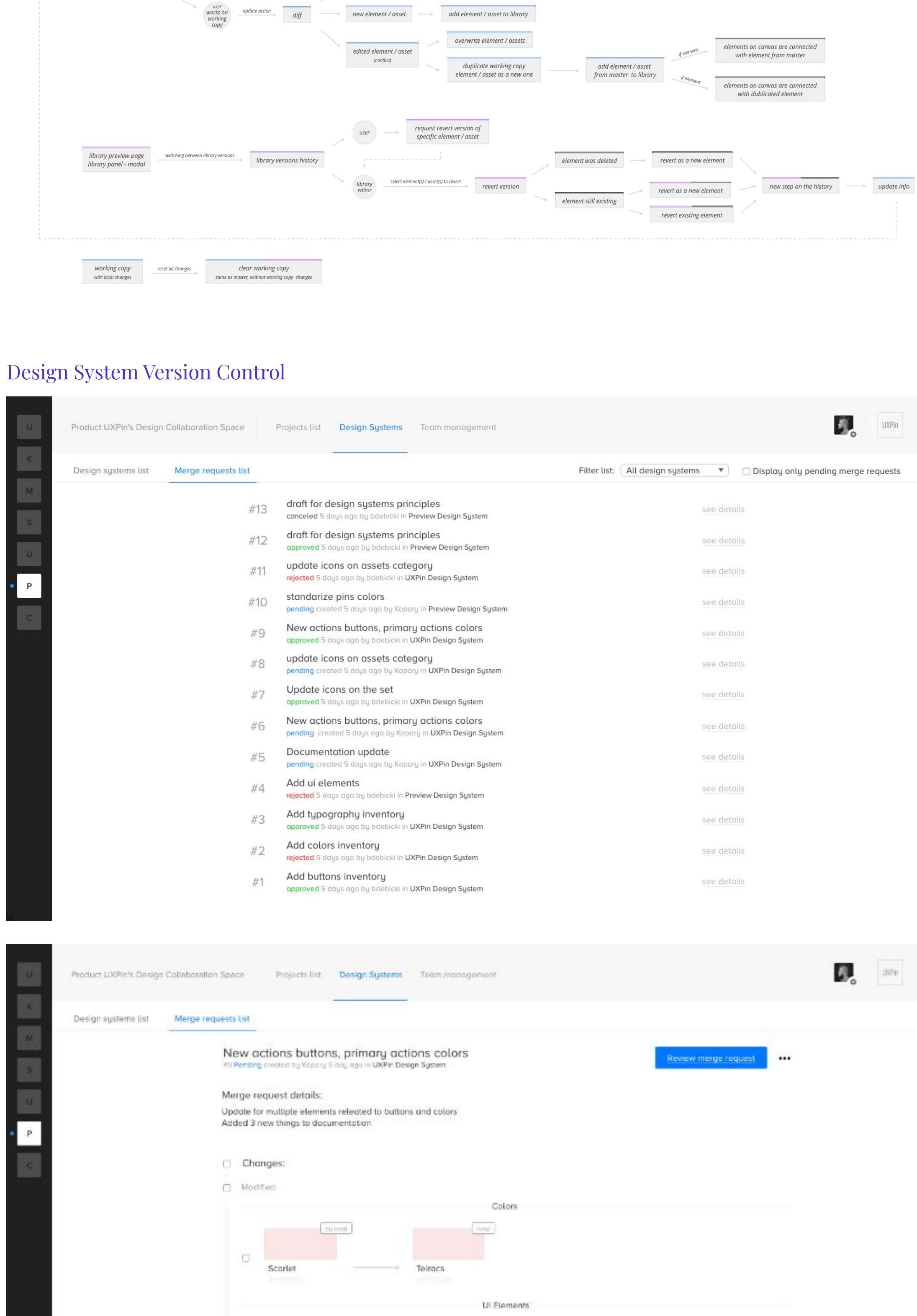
Design System version control

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' page in UXPin's Design Collaboration Space. The sidebar includes navigation for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. The main area displays a list of merge requests:

- #13 draft for design systems principles (pending, created by Kopary 6 days ago)
- #12 draft for design systems principles (approved, 5 days ago)
- #11 update icons on assets category (rejected, 5 days ago)
- #10 standardize pins colors (pending, 5 days ago)
- #9 New actions buttons, primary actions colors (approved, 5 days ago)
- #8 update icons on assets category (pending, 5 days ago)
- #7 Update icons on the set (approved, 5 days ago)
- #6 New actions buttons, primary actions colors (pending, 5 days ago)
- #5 Documentation update (pending, 5 days ago)
- #4 Add ui elements (rejected, 5 days ago)
- #3 Add typography inventory (approved, 5 days ago)
- #2 Add colors inventory (rejected, 5 days ago)
- #1 Add buttons inventory (approved, 5 days ago)

At the bottom, there are buttons for 'clear working copy' and 'reset changes'.

This screenshot shows the 'Design Systems' section for the 'UXPin Design System'. The sidebar includes navigation for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. The main area shows the 'Colors' and 'Typography' sections:

- Colors:** Shows 'Blue Ribbon' (#006CFF) and 'Scarlet' (#E01300).
- Typography:** Shows 'Playfair Display' with 'Regular', 'Italic', and 'Bold' variants. A sample text 'The quick brown fox jumps over the lazy dog.' is shown.
- Lato:** Shows 'Light', 'italic', 'Semibold', and 'Bold' variants. A sample text 'The quick brown fox jumps over the lazy dog.' is shown.
- Text styles:** Shows 'Text styles' with 'Heading 1' (Playfair Display Bold), 'Heading 2' (Playfair Display Regular), and 'Text' (Playfair Display Italic).

Library Version Control

This screenshot shows the 'Design library version history' for the 'Colors' section. The sidebar includes navigation for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. The main area shows the 'Colors' and 'Typography' sections:

- Colors:** Shows 'Blue Ribbon' (#006CFF) and 'Scarlet' (#E01300).
- Typography:** Shows 'Playfair Display' with 'Regular', 'Italic', and 'Bold' variants. A sample text 'The quick brown fox jumps over the lazy dog.' is shown.
- Lato:** Shows 'Light', 'italic', 'Semibold', and 'Bold' variants. A sample text 'The quick brown fox jumps over the lazy dog.' is shown.
- Text styles:** Shows 'Text styles' with 'Heading 1' (Playfair Display Bold), 'Heading 2' (Playfair Display Regular), and 'Text' (Playfair Display Italic).

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



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[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

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[2017](#) [2016](#) [2015](#) [2014](#) [2013](#) [2012](#) [2011](#) [2010](#) [2009](#) [2008](#) [2007](#) [2006](#) [2005](#) [2004](#) [2003](#) [2002](#)

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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[LINEUP 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 | XANAXXA | ZBIGNIEW WODESKI with MITCH & MITCH ORCHESTRA
AN ON BAST | BAASCH | CHINO | COLDAIR | CZELUŚC LIUTRO X KOSA | GROBEL | HANA
HEROES GET REMEMBERED | JAAJAI | 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

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

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made with ❤ in Gdynia 2017 — [about](#)

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.

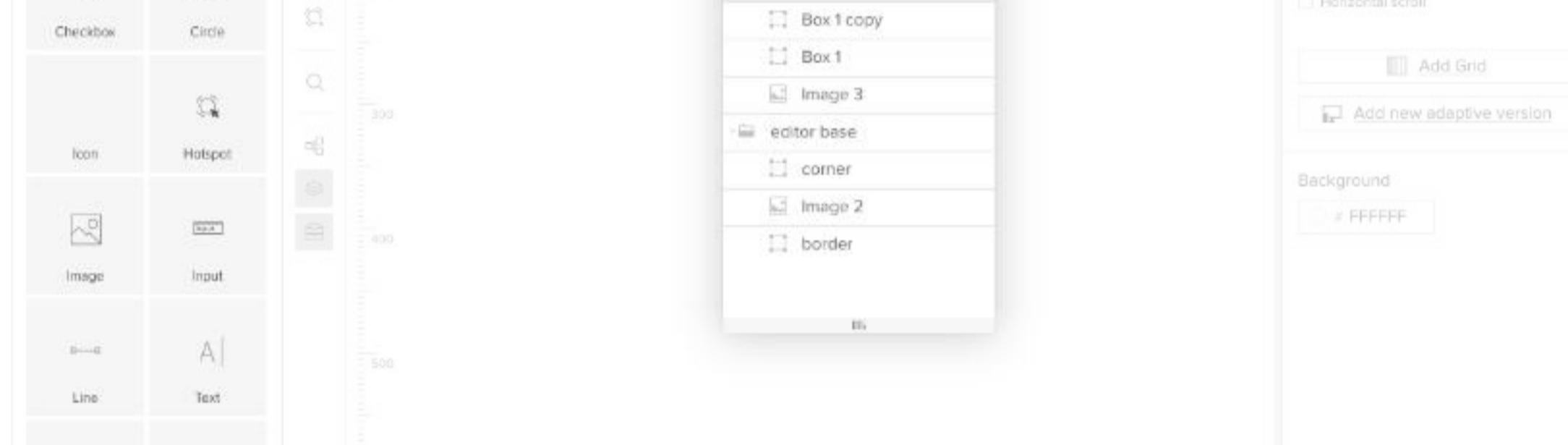
UI changes contain redesign of the top bar and release toolbar with quick access to the most popular elements and floating layers panel. Interactions flow was also simplified and enriched by predefined actions (based on the most popular ones).

2017 | UXPin
role :product lead / ux design

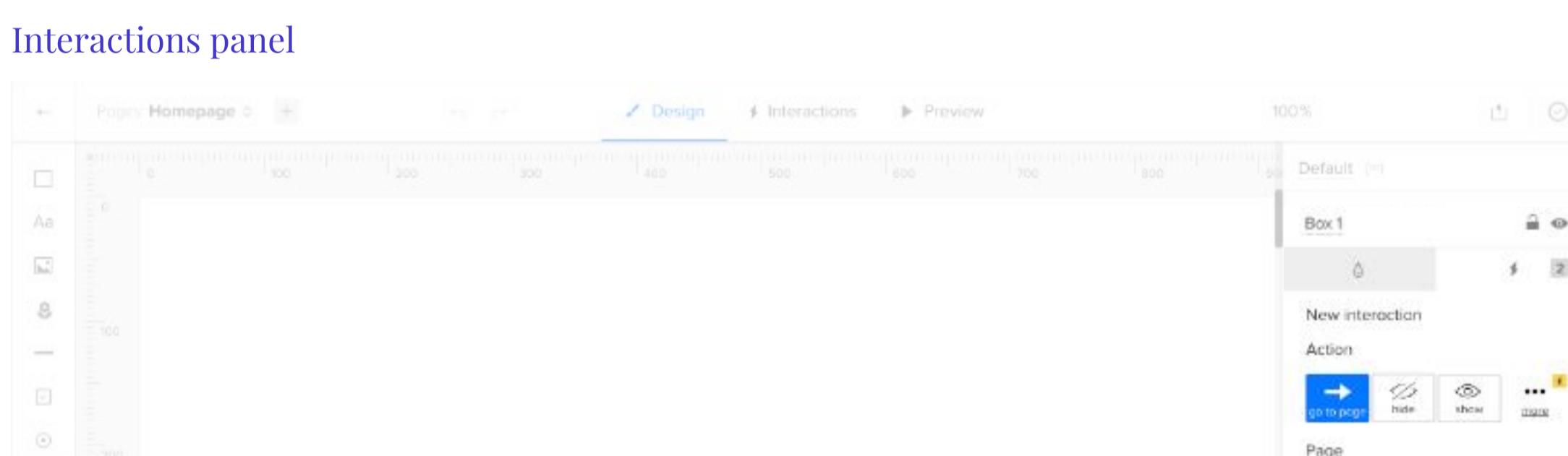
Top bar and toolbar



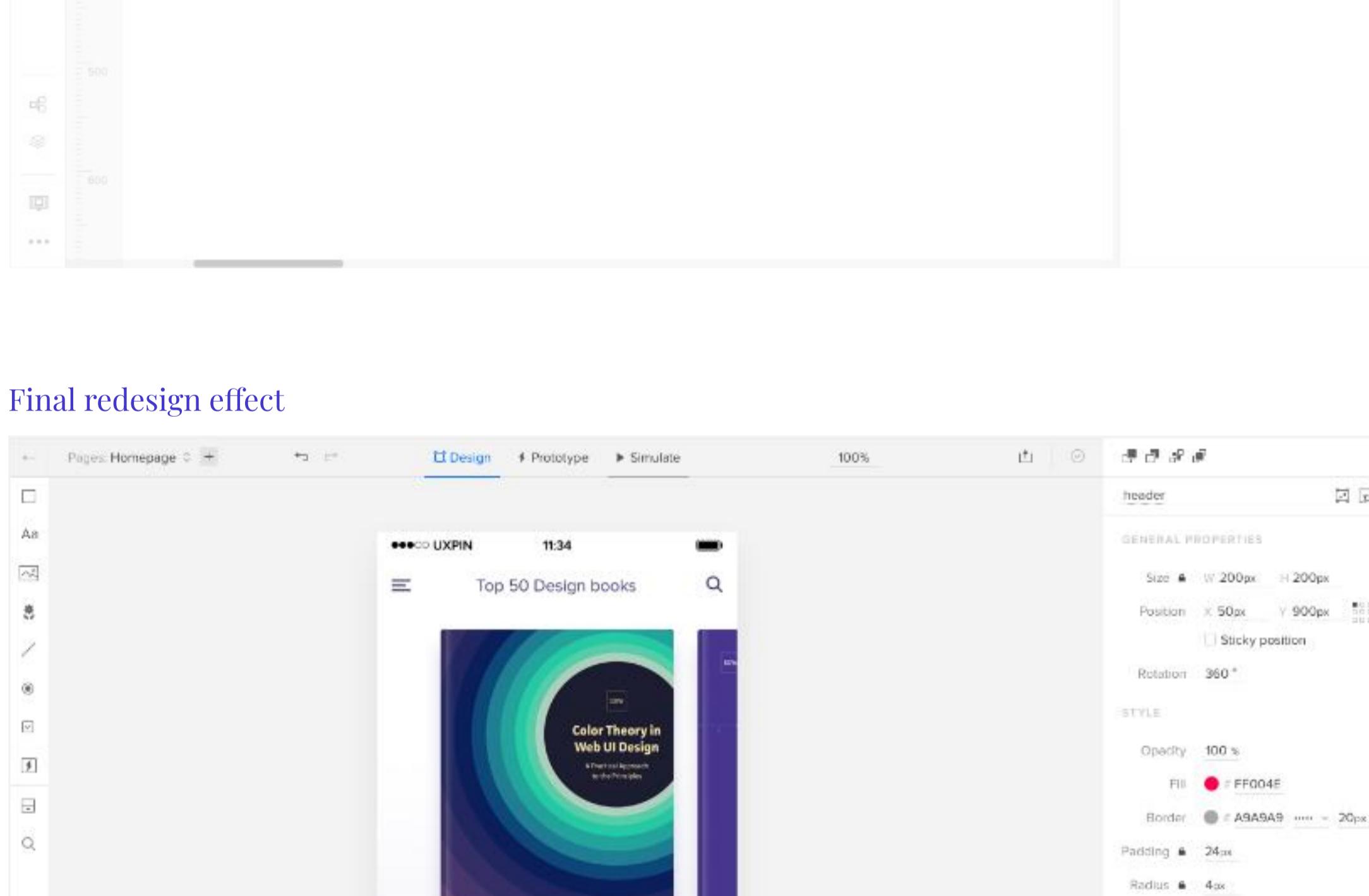
Left panels and floating layers



Interactions panel



Final redesign effect



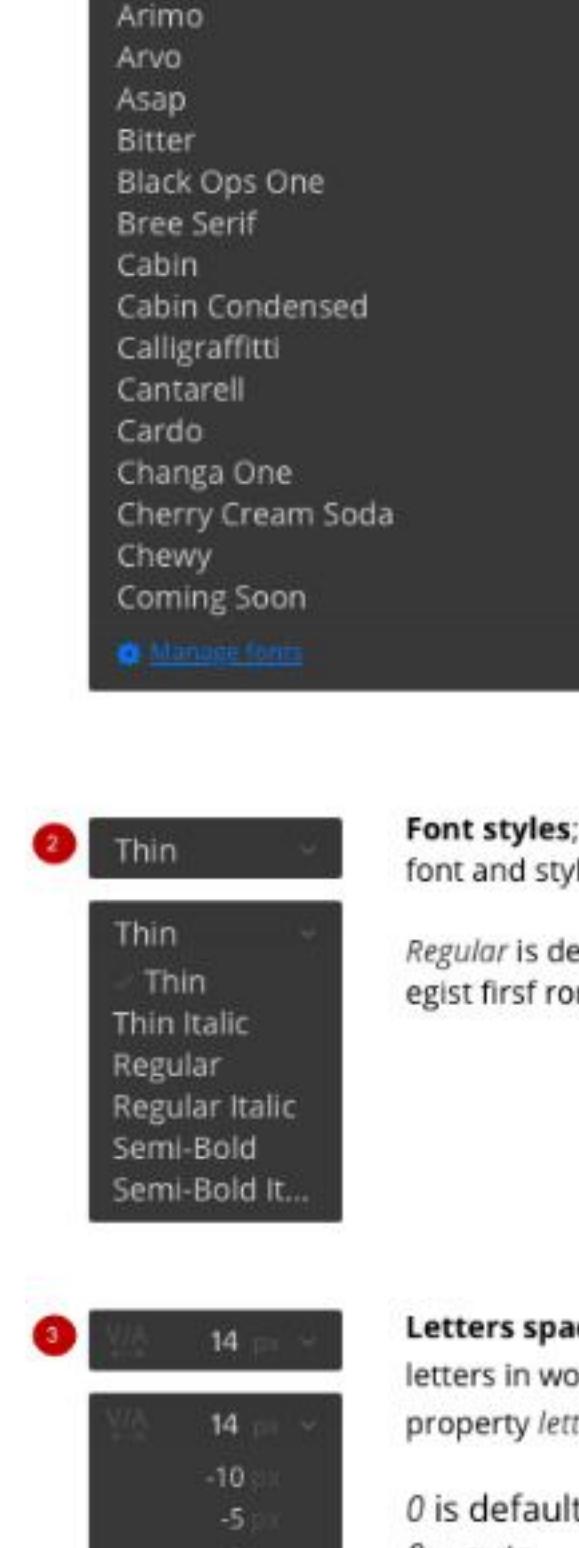
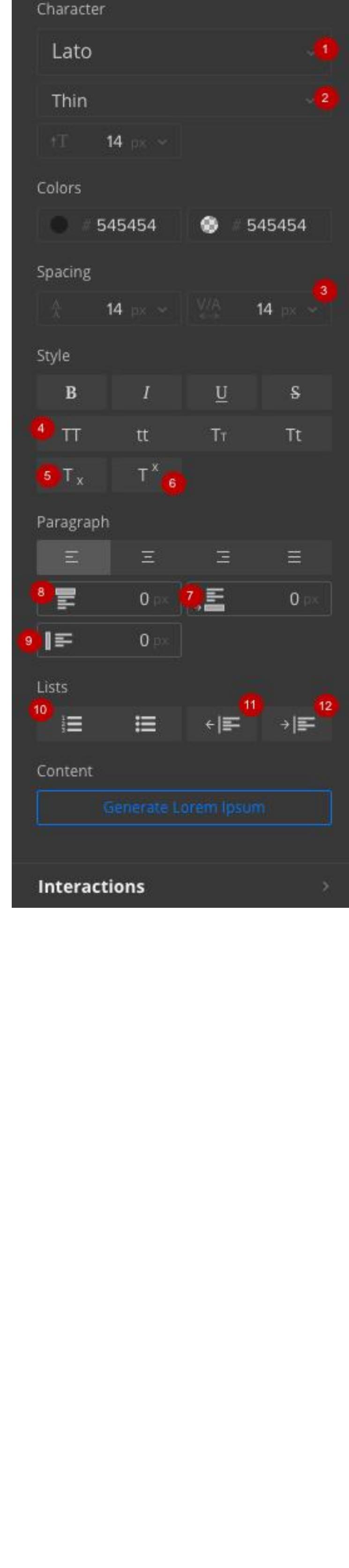
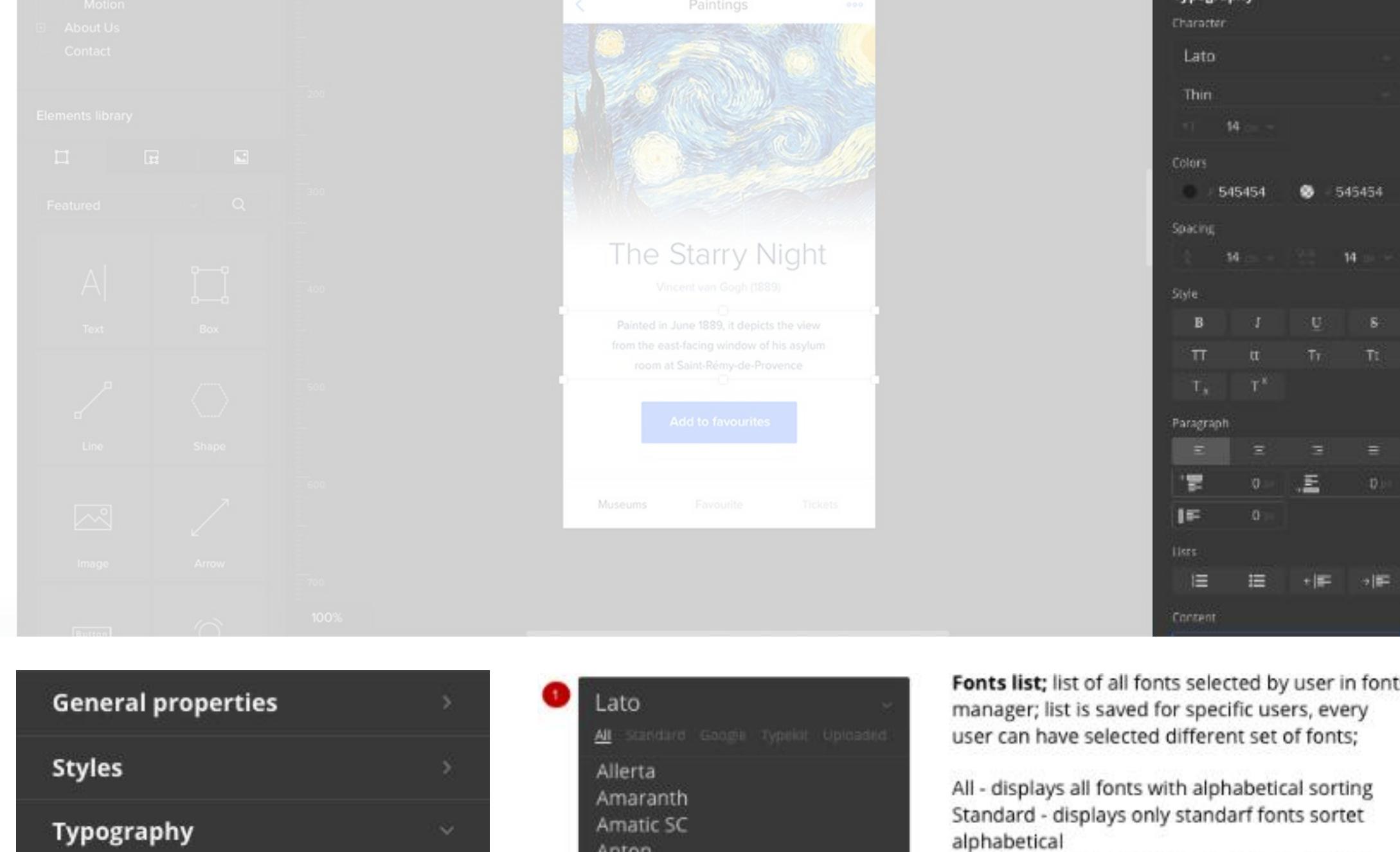
Visual design made by Sebastian Witman

Advanced typography

The project concentrate on improve UXPin's text element. Whole work has been split into 4 releases. Text element property improvements (letter spacing, text transformations, paragraph spacing, and lists), integration with Google fonts, Typescript integration, and upload own fonts.

2016 | UXPin
role :product lead / ux design

Text element properties



Fonst list: list of all fonts selected by user in fonts manager; list is saved for specific users, every user can have selected different set of fonts;

All - displays all fonts with alphabetical sorting

Standard - displays only standard fonts sorted alphabetical

Google - displays only fonts from google fonts

Typekit - displays only fonts from typekit

Uploaded - displays fonts uploaded by user

Selected category in list should be saved

By click in input with name of font you can type font name and search it on list.
(ex. <http://recordit.co/Zsi1ULnHka>)

Font styles: list based on styles of font and styles added by user

Regular is default; if Regular doesn't exist first from top is default

0 is default

0 = auto

Letters spacing: space between letters in words; based on css property *letter-spacing*

0 is default

0 = auto

Text transformations: change case sensitive; none or only one option can be selected; based on css property *text-transform*

TT - uppercase (*text-transform: uppercase;*)

tt - lowercase (*text-transform: lowercase;*)

Tr - small-caps (*font-variant: small-caps;*)

Tt - capitalize (*text-transform: capitalize;*)

Subscript: create subscript from selected word; we should use CKEditor function for this

Superscript: create superscript from selected word; we should use CKEditor function for this

Bottom paragraph margin: value should work for lists and paragraphs; value should be saved for future paragraphs (same as color, of font size)

Top paragraph margin: value should work for lists and paragraphs; value should be saved for future paragraphs (same as color, of font size)

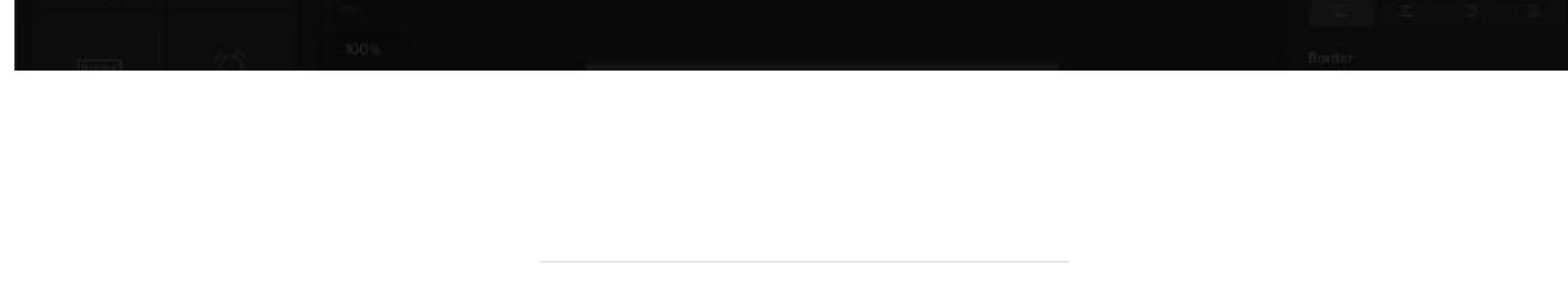
Left paragraph margin: value should work for lists and paragraphs; value should be saved for future paragraphs (same as color, of font size)

Lists: change paragraph to list (*ordered* or *unordered*); none or only one option can be selected; we should use CKEditor list plugin

Remove indent: remove indent from group and remove nesting groups; we should use CKEditor feature

Add indent: add indent and nesting list in list; the size of indent is set in left paragraph margin; we should use CKEditor feature

Fonts manager

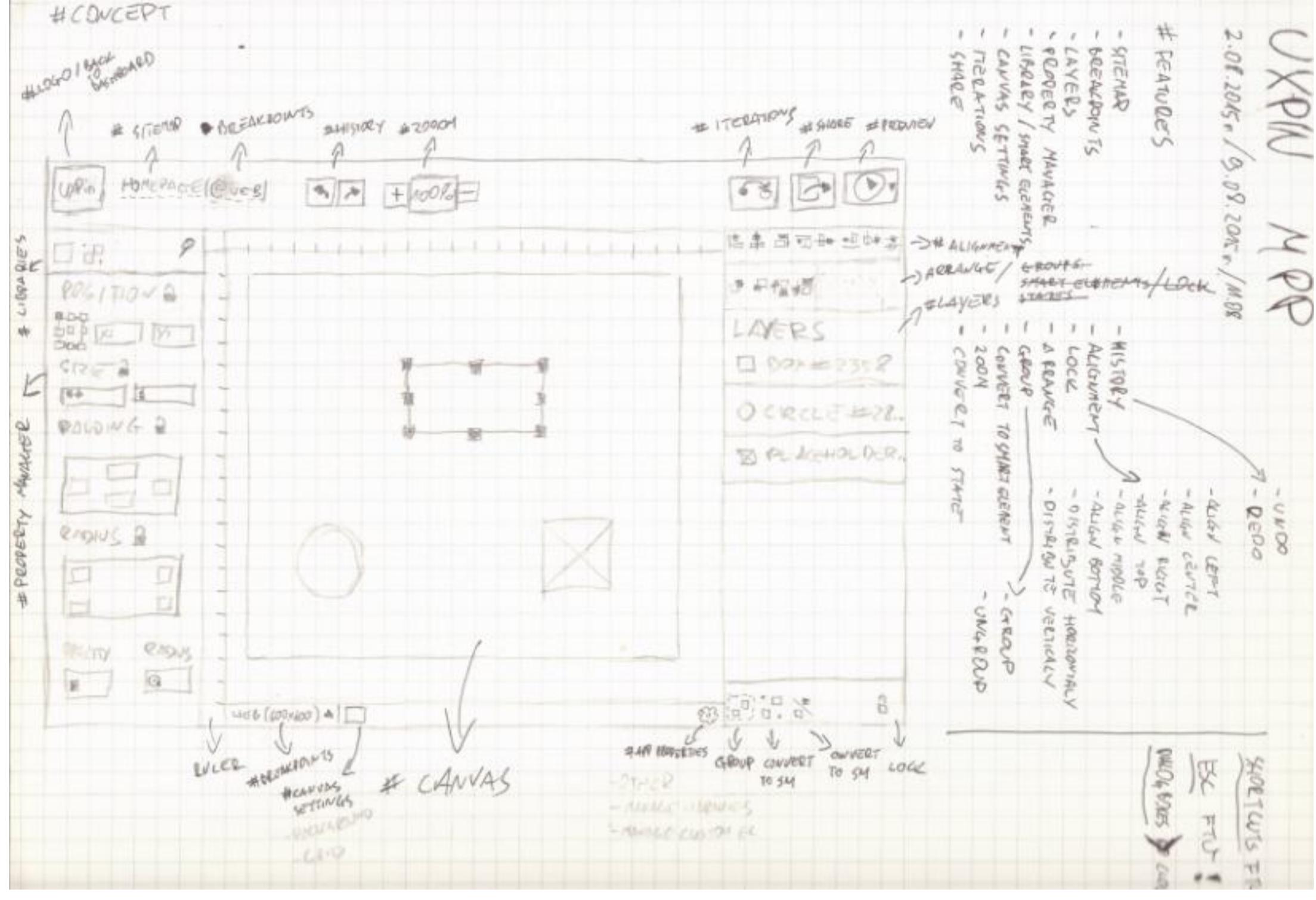


UXPin 3.0

The project started by 1 email sent by CEO to some folks from the product team - “MPD - Minimum Pride Product”. Then it happened. We started working on a new interface for the UXPin’s editor. The time was perfect because we were rewriting UXPin’s heart - the engine. Collectively we designed the new editor. I was a product lead who was leading a team in the development. Besides that, I was analyzing beta User’s feedback and creating scope for future sprints.

2015 | UXPin
role :product lead / ux design + code

Te one of conners for the MPP Editor.



Final design for UXPin 3.0

A screenshot of a mobile application interface titled "Paintings". The main image is Vincent van Gogh's "The Starry Night". Below the image, the title "The Starry Night" is displayed in a large, serif font. Underneath the title, it says "Vincent van Gogh (1889)". A descriptive text block states: "Painted in June 1889, it depicts the view from the east-facing window of his asylum room at Saint-Rémy-de-Provence". At the bottom of the screen, there is a blue button labeled "Add to favourites". At the very bottom, there are three navigation links: "Museums", "Favourite", and "Tickets".

Visal design made by Sebastian Witman. [Check for more.](#)