

Selected projects 2015-2023

Bartosz Dębicki

mobile :+48 508 343 705
email :bartosz.debicki@zoin.pl

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

Merge properties panel unification

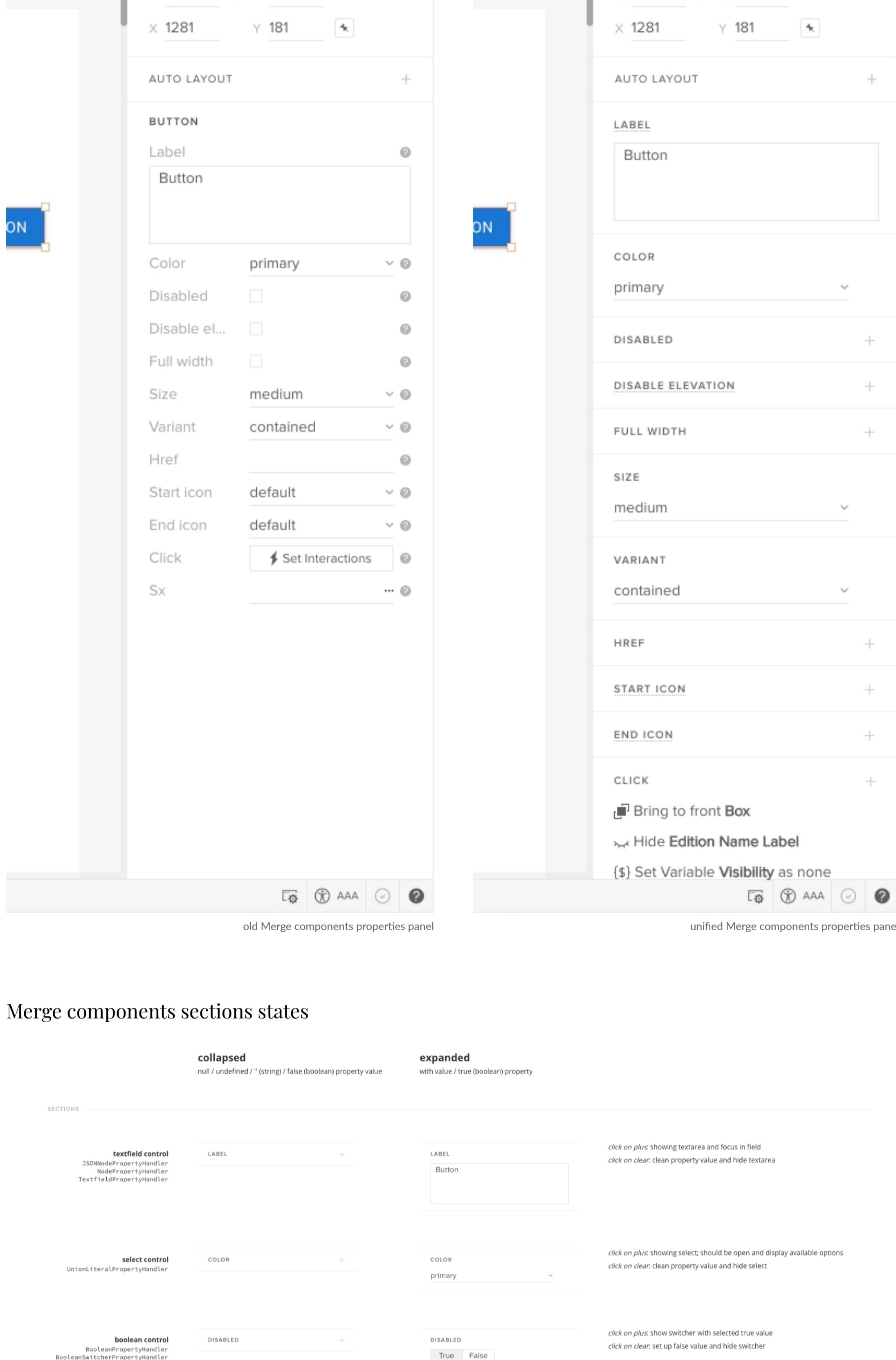
From feedback from our users, we find out that properties panel for merge components is not clear to them. The biggest issue was that they had to learn new, different concept than for regular components.

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

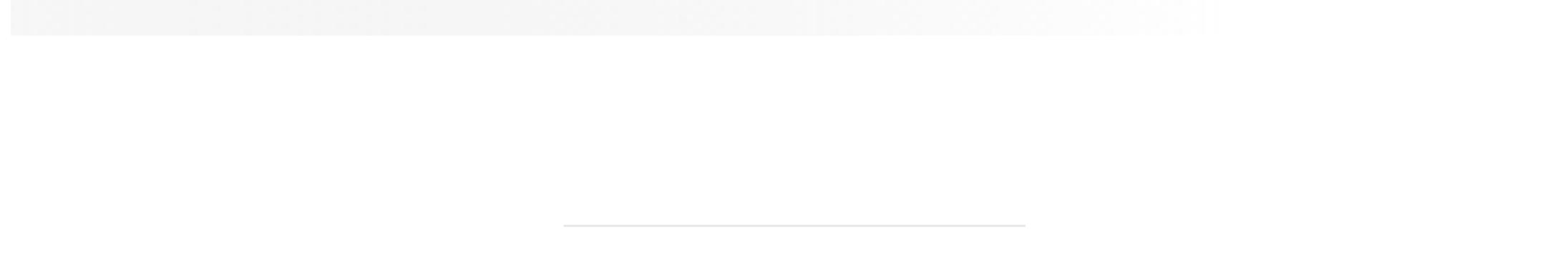
Previous and unified properties panel



Merge components sections states

SECTIONS	collapsed	expanded
textfield control	JSONNodePropertyHandler NodePropertyHandler TextFieldPropertyHandler	LABEL Button
select control	UnionLiteralPropertyHandler	COLOR primary
boolean control	BooleanPropertyHandler BooleanSwitcherPropertyHandler	DISABLED True False
string control	JSONObjectPropertyHandler StringPropertyHandler NumberPropertyHandler (with InputMinMax)	HREF
function control	FunctionPropertyHandler	CLICK Bring to front Box Hide Edition Name Label {\$} Set Variable Visibility as none
code control	CodePropertyHandler	SX ...
color control	ColorPropertyHandler	COLOR #FFC7C7
PROPERTY HAS DESCRIPTION		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		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 is empty		after click in reset icon section should be expanded with default value
default has value	ERROR MESSAGE	

Information about component's library in properties panel



UXPin Design System

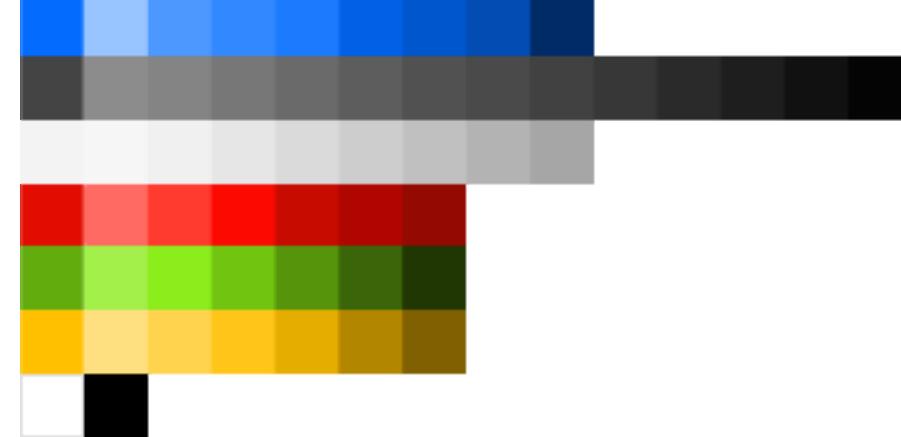
Basing on the actual design of the product I have prepared a design system. The goal was to clean and organize and simplify colors, typography, iconography, and interface elements. During this work, I was in close contact with the design and development team.

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.

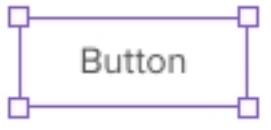
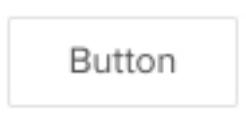


components

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>

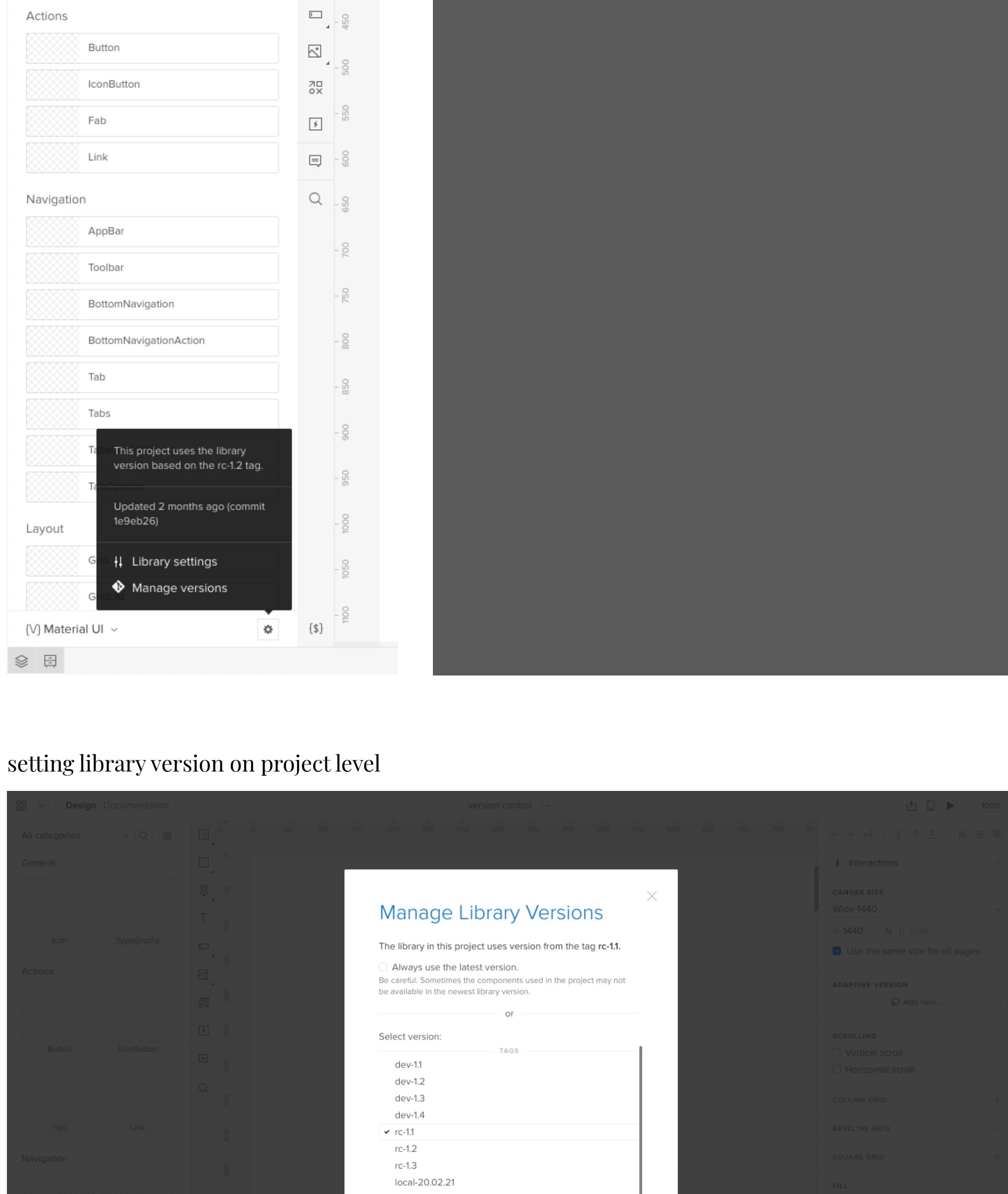
Merge Libraries Version Control

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.

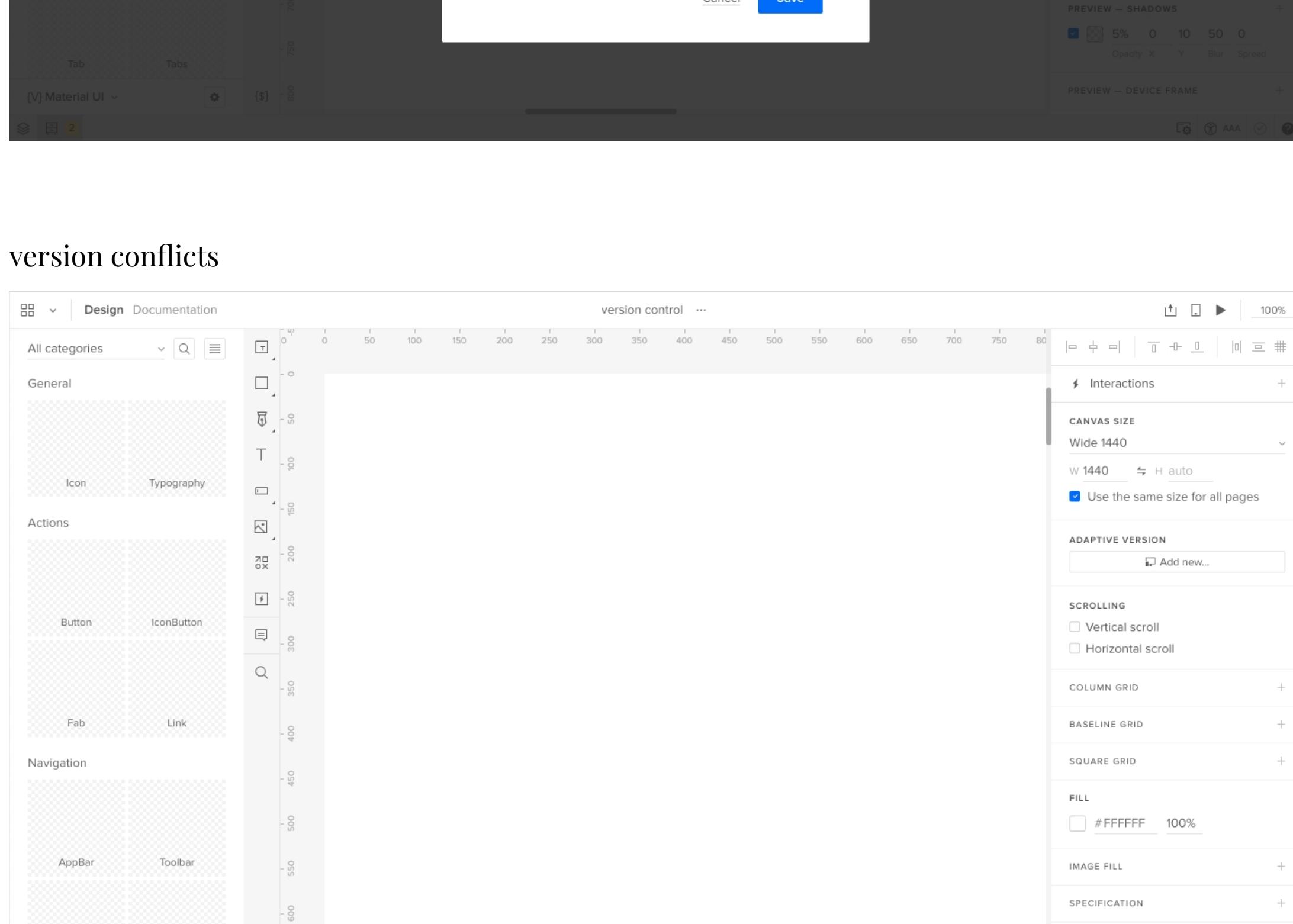
We cede to based on Git branches and tags.

2021 | UXPin
role :code + design

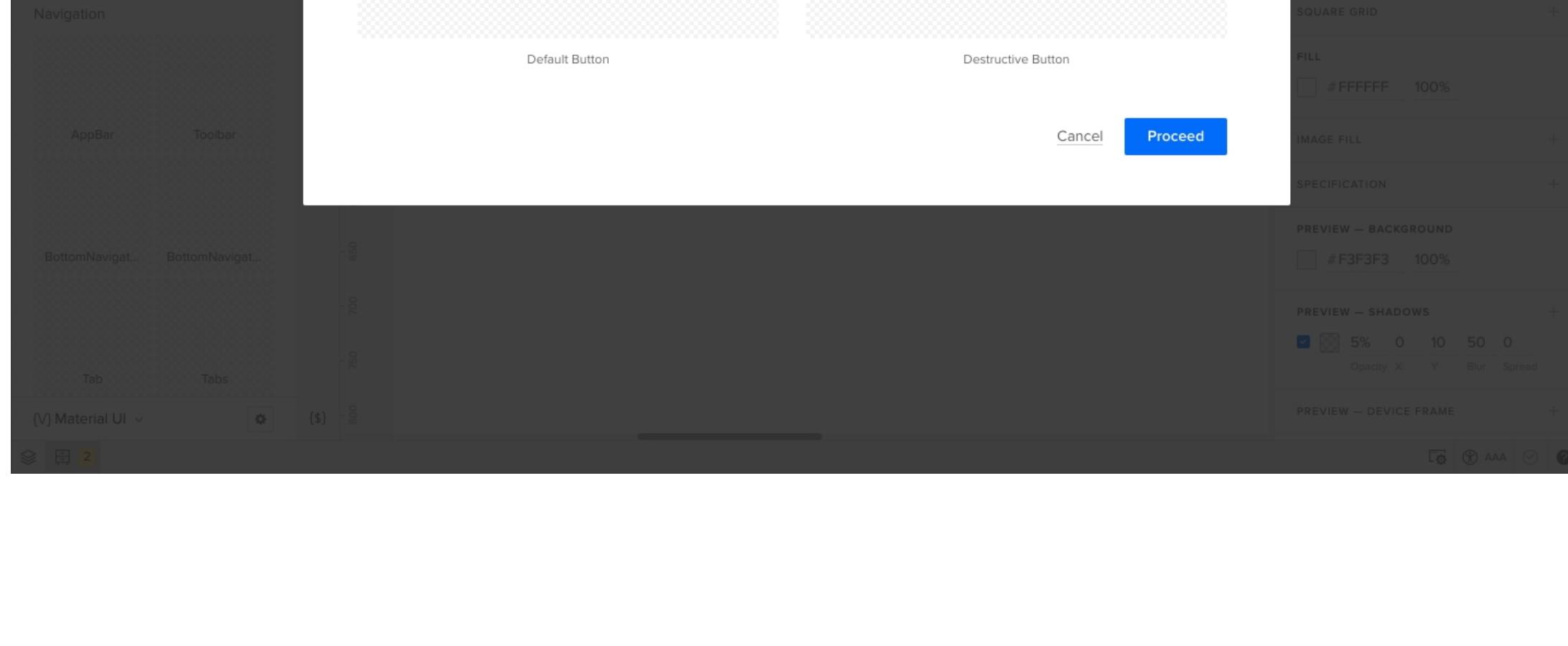
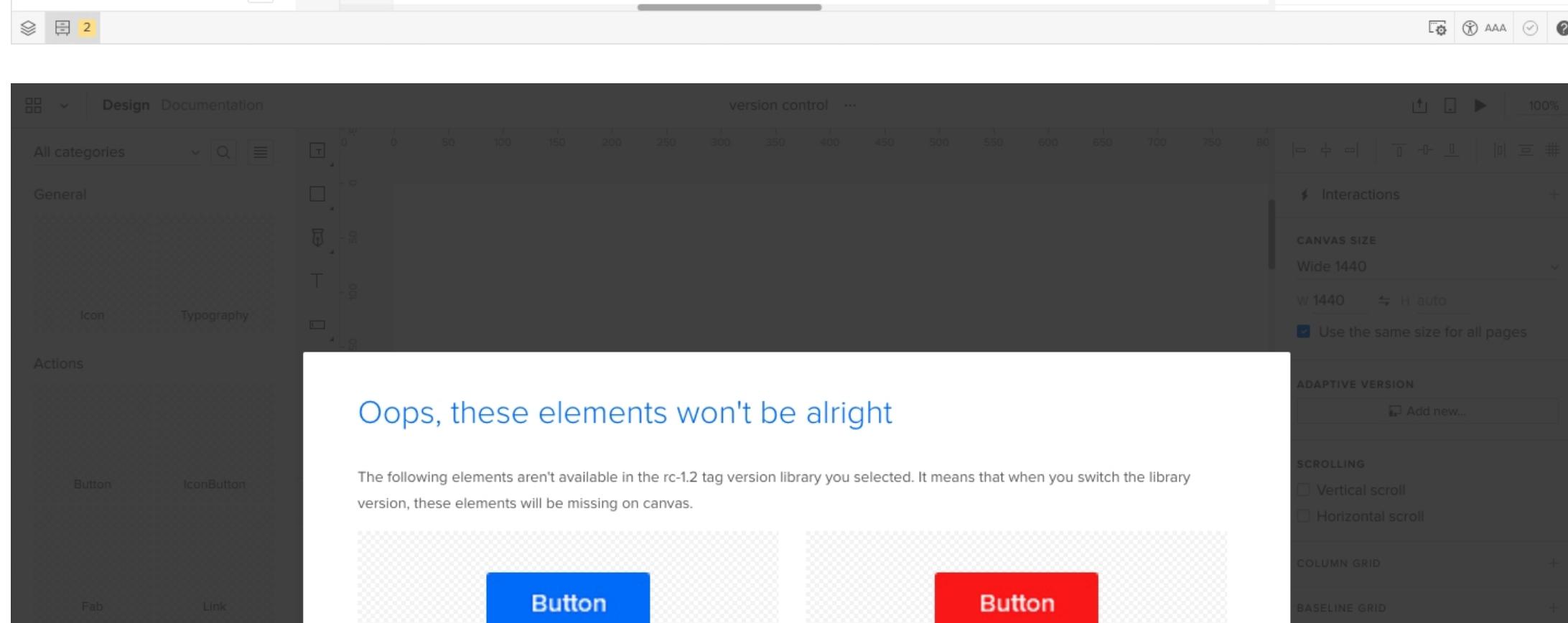
seeing default version of the library for all projects



setting library version on project level



version conflicts



Adele Design System 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 for UXPin.

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	Scss	
Bundle Manager	Primer Module Build Scriptno	
Distribution	npm	

Design

UI Kit	X
Brand Guidelines	X
Color Naming	natural (e.g. gray-300)
Contrast Analysis	X
Typography	✓ Go to Typography
Icons	Octicons (SVG)
Space / Grid	✓ Go to Space / Grid
Illustration	X
Data Visualization	X
Animation	X
Voice & Tone	X

Documentation & guidelines

Accessibility Guidelines	X
Design Principles	X
Documentation Website	X
Code Documentation	Markdown
Storybook	✓ Go to Storybook

Evangelize Design System with a Free Template!

UXPin: Prototype and Manage Your Design System

Join thousands of companies (including PayPal, Sapient and HBO) and optimize your design process with UXPin.

[Learn more & download](#)

[Start a free trial now!](#)

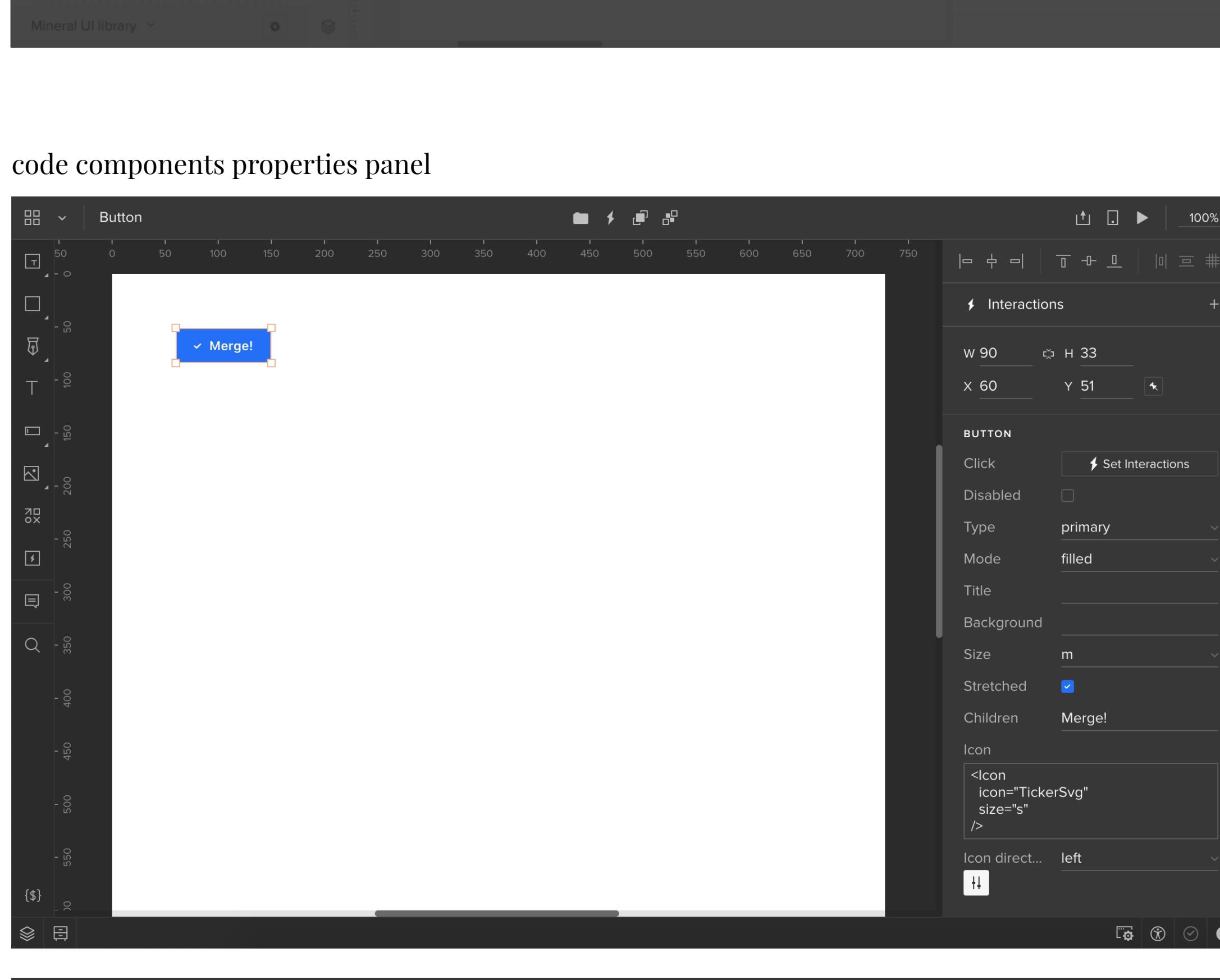
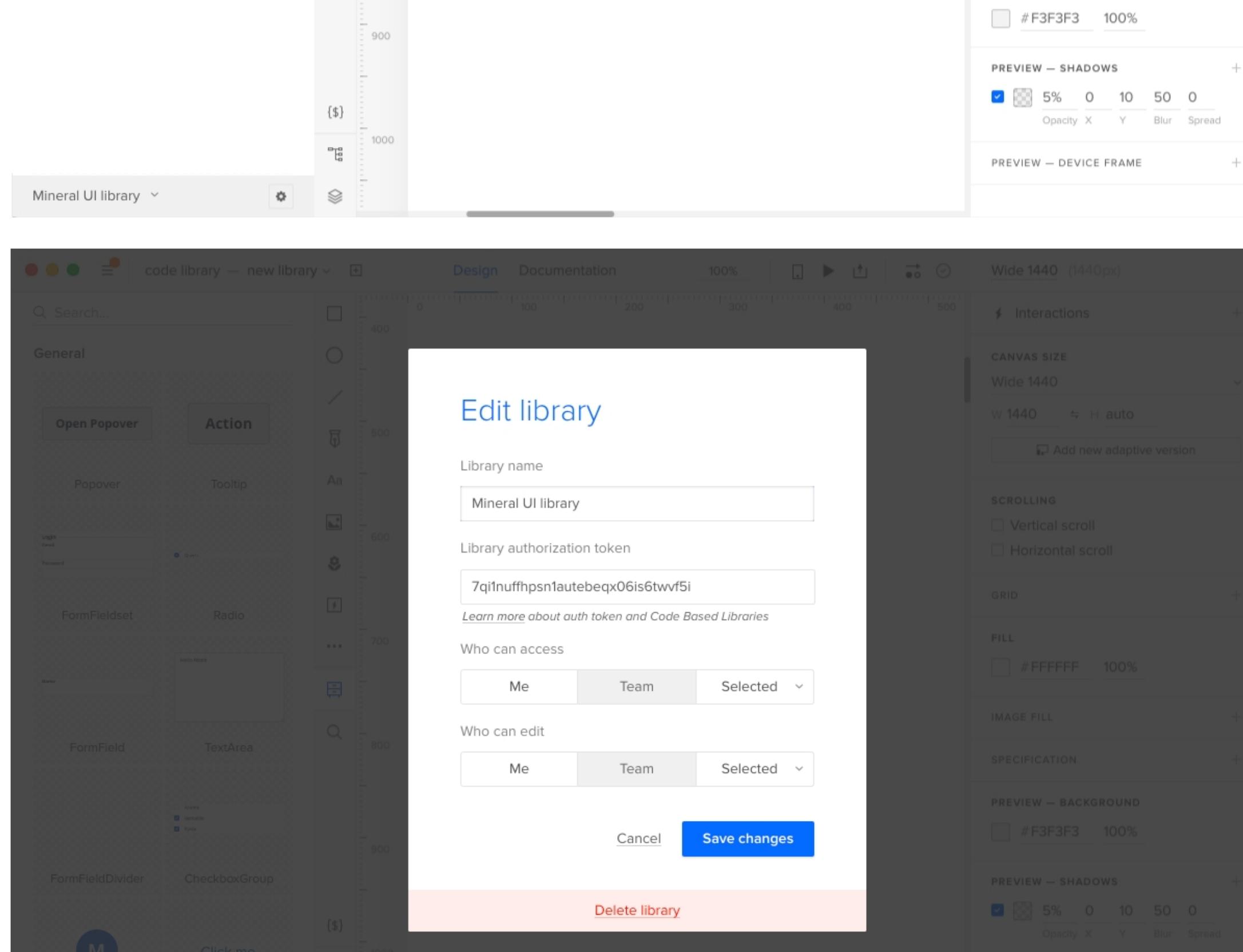
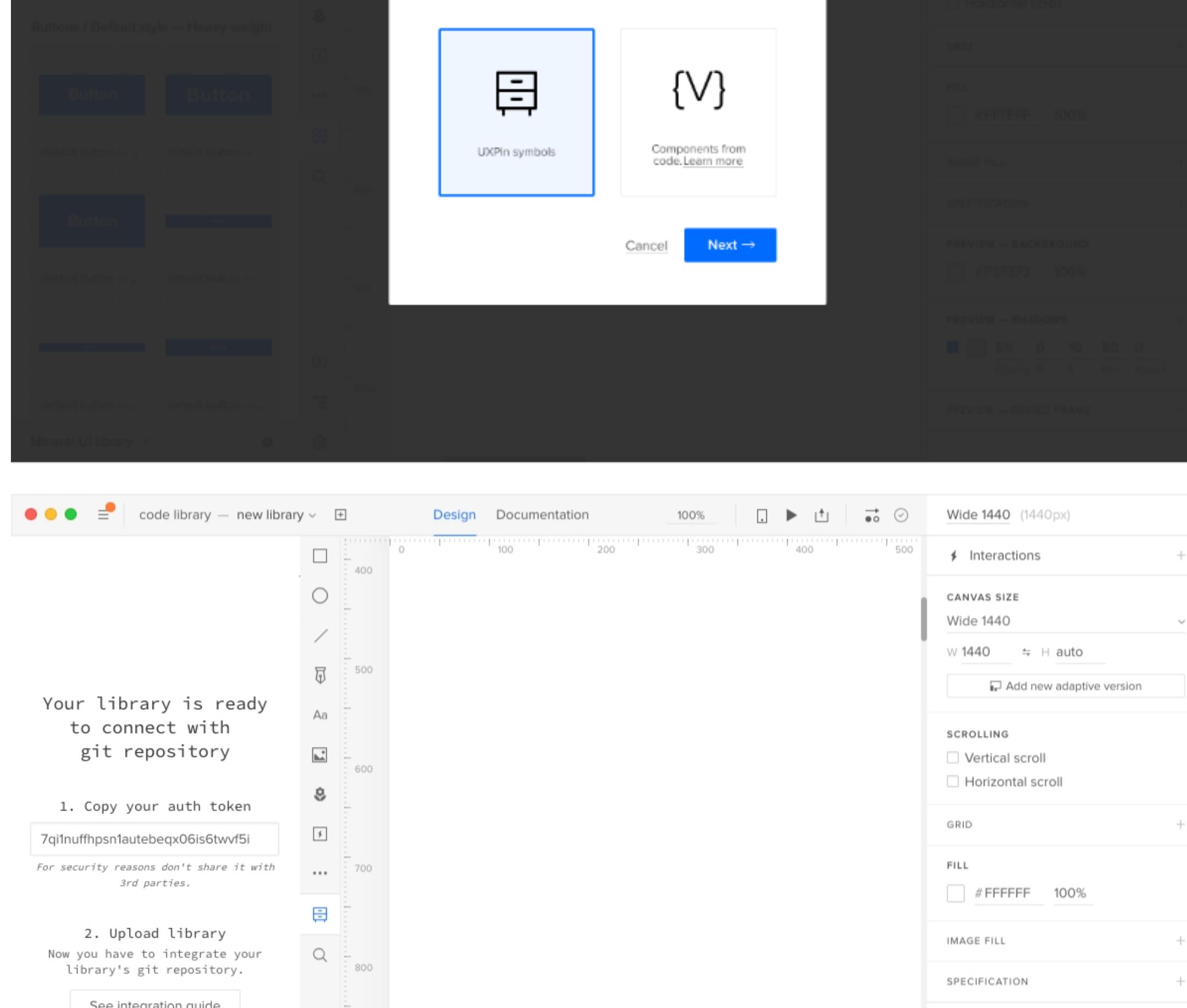
UXPin Merge

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. Check out more about {V} from one of UXPin's webinars.

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



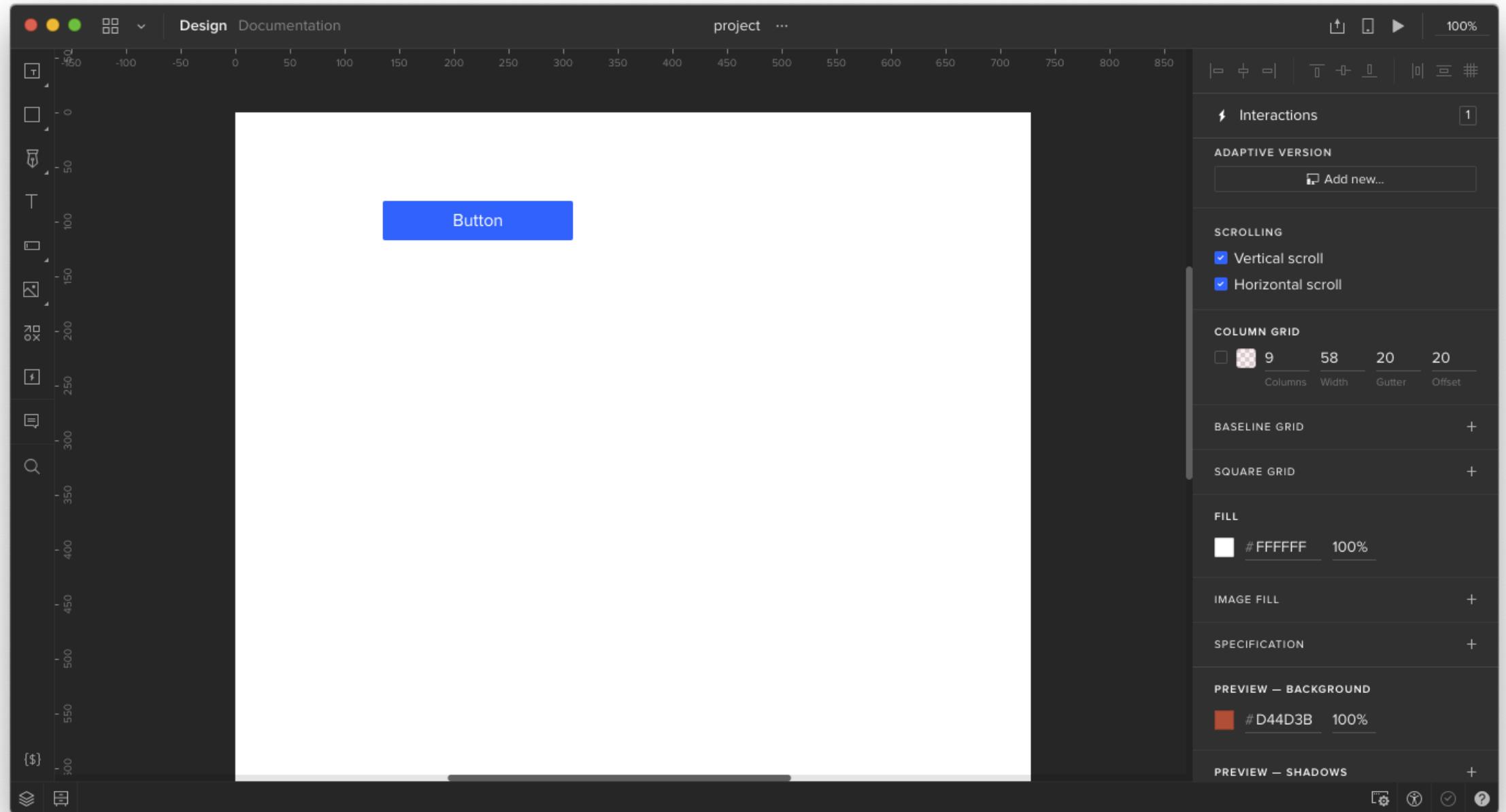
UXPin Desktop App

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



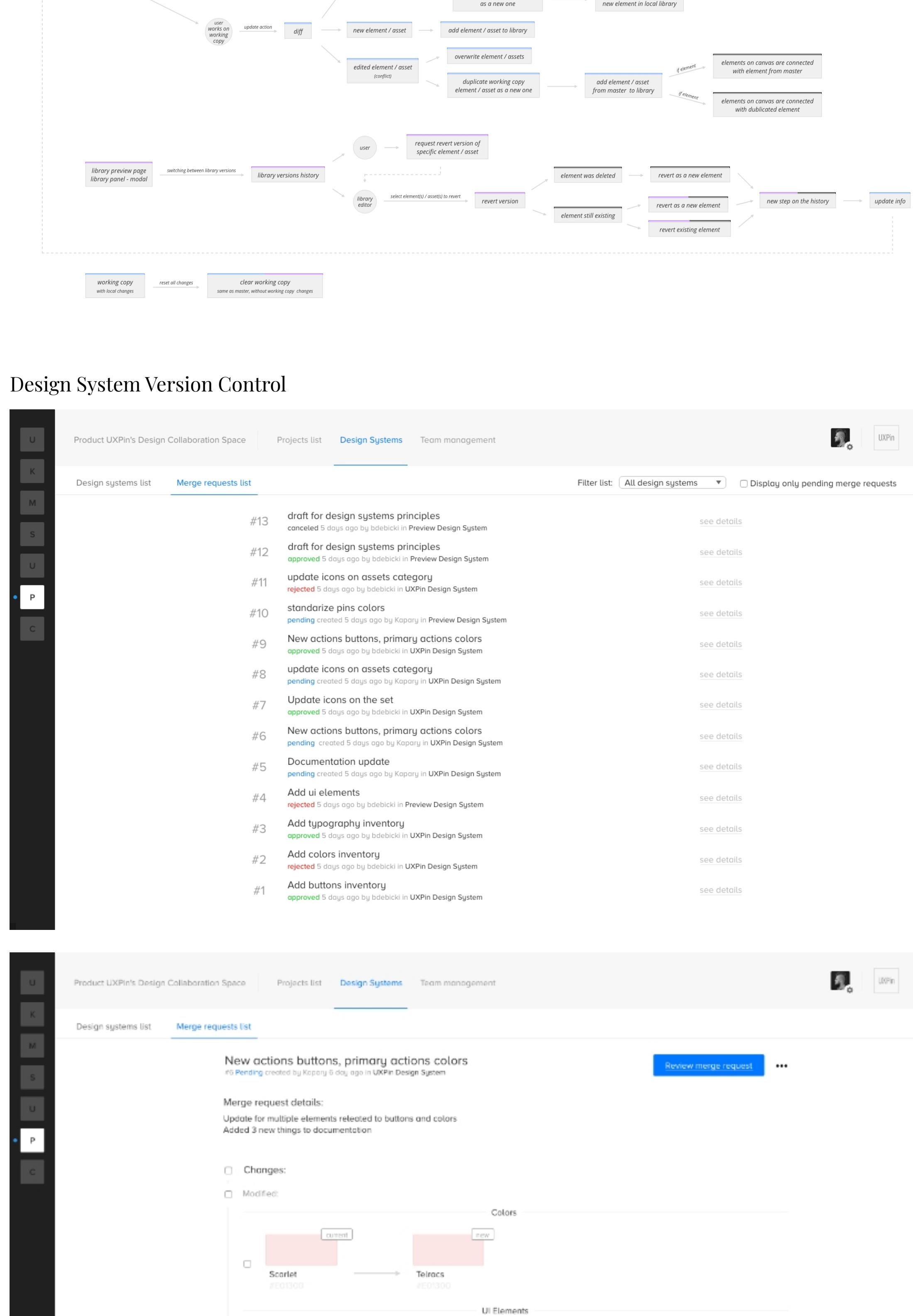
Design System version control

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 the UXPin interface. The list displays several merge requests, each with a title, status, and creation date. The interface includes a sidebar with navigation links for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. At the top, there are tabs for 'Product UXPin's Design Collaboration Space', 'Projects list', 'Design Systems', 'Team management', and a user profile icon.

This screenshot shows a detailed view of a merge request titled 'New actions buttons, primary actions colors'. The interface includes a sidebar with navigation links for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. The main area shows the 'Merge request details' section, which includes a 'Changes' section with a color palette comparison between 'current' and 'new' states for 'Scarlet' and 'Tealots' colors, and a 'UI Elements' section showing a comparison between 'current' and 'new' states for 'Button' components. A note at the bottom states: 'Buttons category description has been changed'.

This screenshot shows the 'Colors' section of the UXPin Design System. It displays two color swatches: 'Blue Ribbon' (#006cff) and 'Scarlet' (#E01300). A note at the top states: '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.' A sidebar on the left lists categories: Colors, Typography, Assets, Icons, and UI Patterns.

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

This screenshot shows the 'Design library version history' for the 'Colors' section. It displays a list of changes, including the addition of 'Blue Ribbon' and 'Scarlet' colors. The interface includes a sidebar with navigation links for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. A note at the top states: '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.'

This screenshot shows the 'Merge requests list' for the 'Design Systems' tab. It displays several merge requests, including one for 'New actions buttons, primary actions colors' that has been accepted. The interface includes a sidebar with navigation links for 'U', 'K', 'M', 'S', 'U', 'P', and 'C'. A note at the top states: 'New actions buttons, primary actions colors'.

This screenshot shows the 'UI Elements' section for 'Buttons'. It displays a comparison between 'current' and 'new' states for a 'Material button'. A note at the top states: 'Buttons category description has been changed'.

page 8 – Bartosz Dębicki Selected Projects 2015-2021

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**

yep. this site use cookies. click [here](#) for more.

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

was it raining at open'er festival? [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**

yep. this site use cookies. click [here](#) for more.

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

was it raining at open'er festival? [2017](#) [2016](#) [2015](#) [2014](#) [2013](#) [2012](#) [2011](#) [2010](#) [2009](#) [2008](#) [2007](#) [2006](#) [2005](#) [2004](#) [2003](#) [2002](#)

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 | JAAJAI | JÓGA | KUBA SOJKA | KROKI | LXMP | NAGROBKI
OLIVIER HEIM | OTSCHODZI | PIOTR BEJMAR | PIOTR ZIOŁA | 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

yep. this site use cookies. click [here](#) for more.

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.

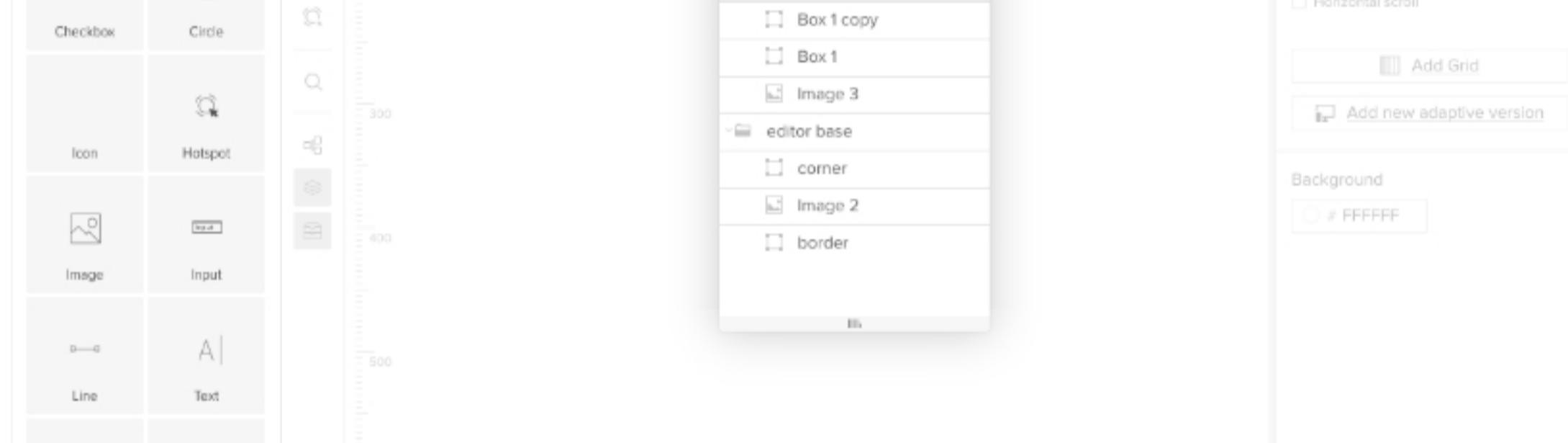
UI changes contain redesign of the top bar and release toolbar with quick access to the most popular elements and floating layers panel. Interactions flow was also simplified and enriched by predefined actions (based on the most popular ones).

2017 | UXPin
role :product lead / ux design

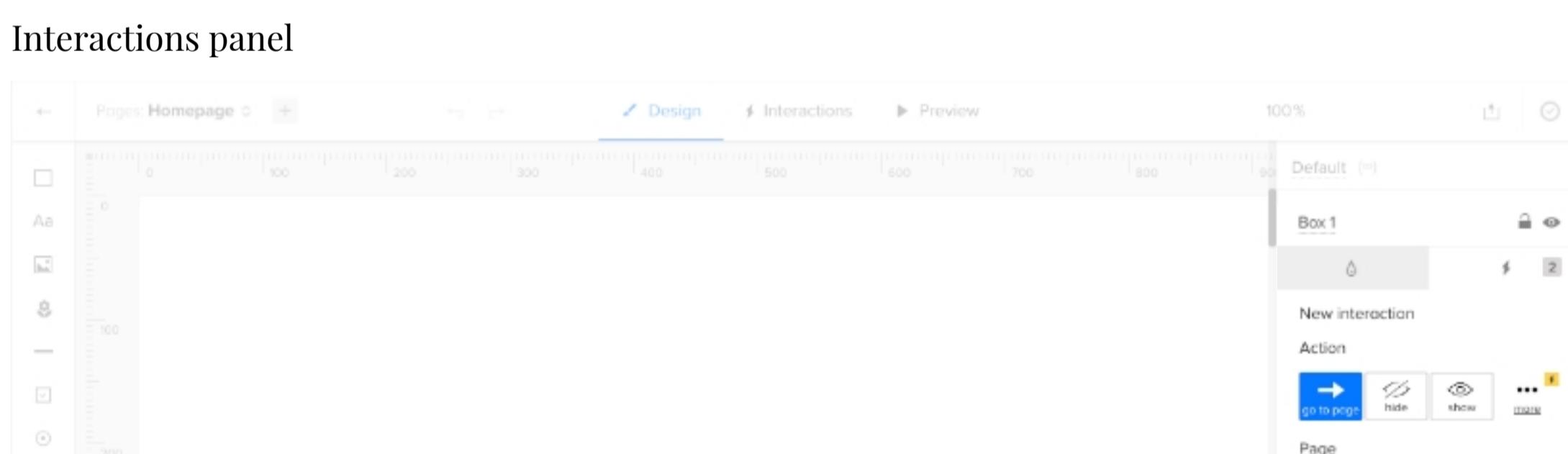
Top bar and toolbar



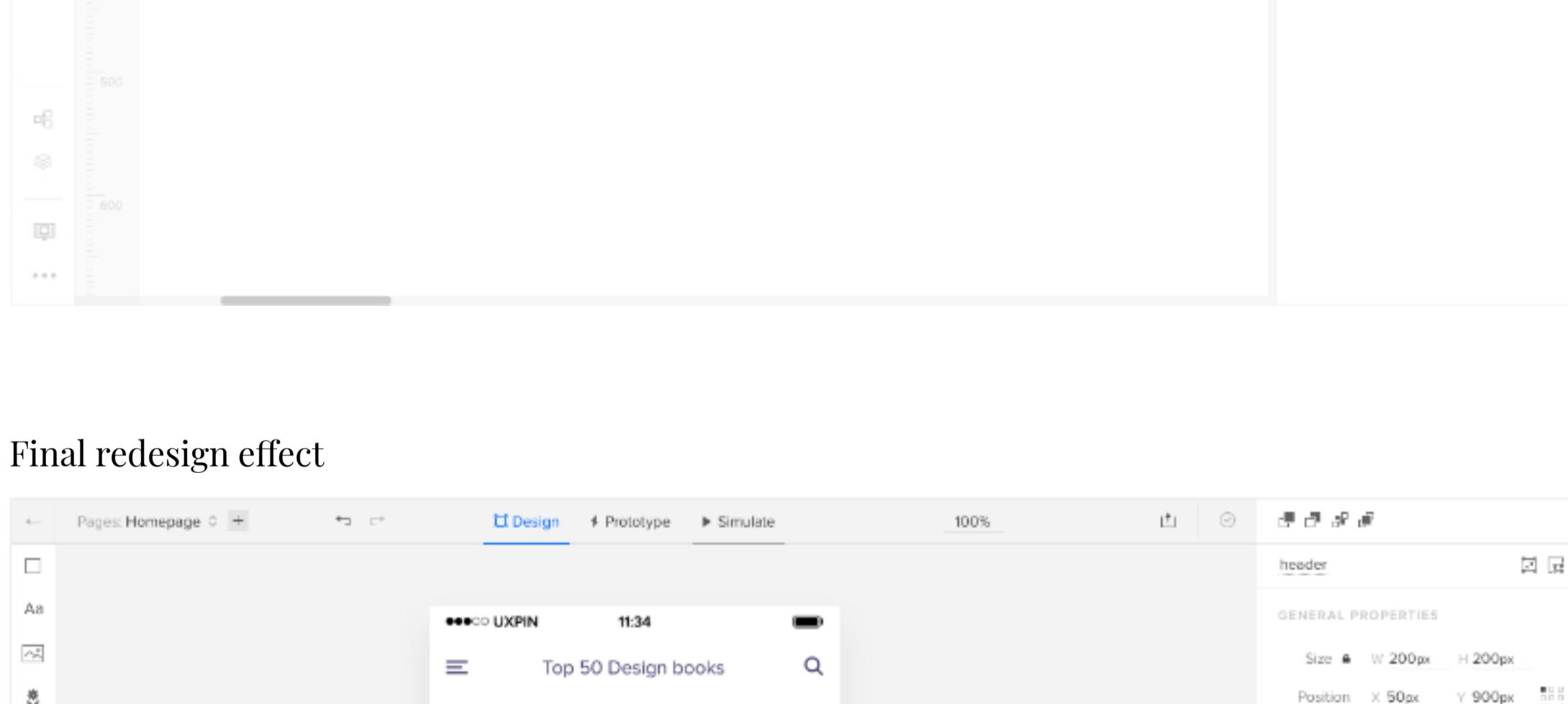
Left panels and floating layers



Interactions panel



Final redesign effect



Visual design made by Sebastian Witman