

# Selected projects 2015-2023

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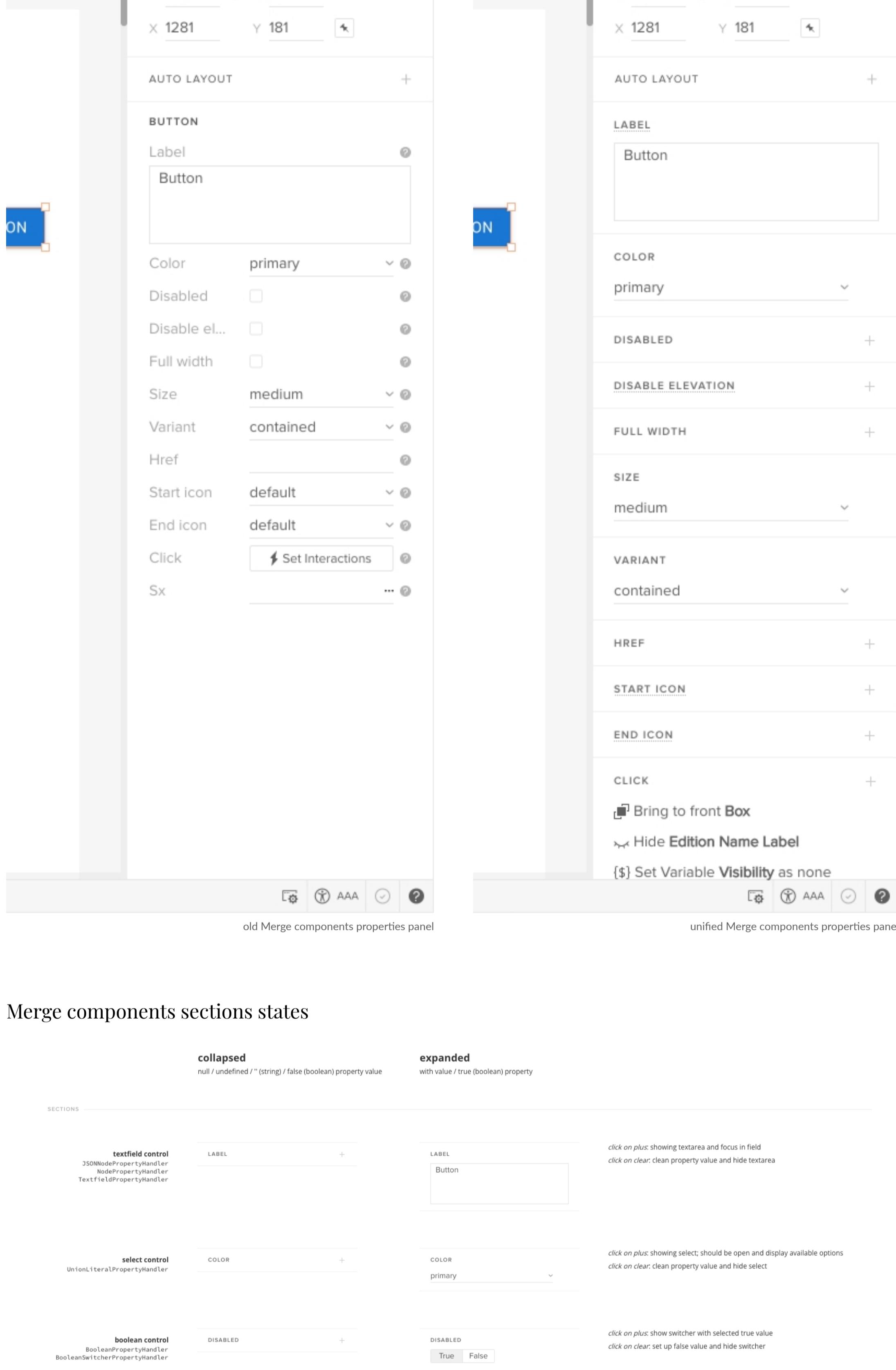
# Merge properties panel unification

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

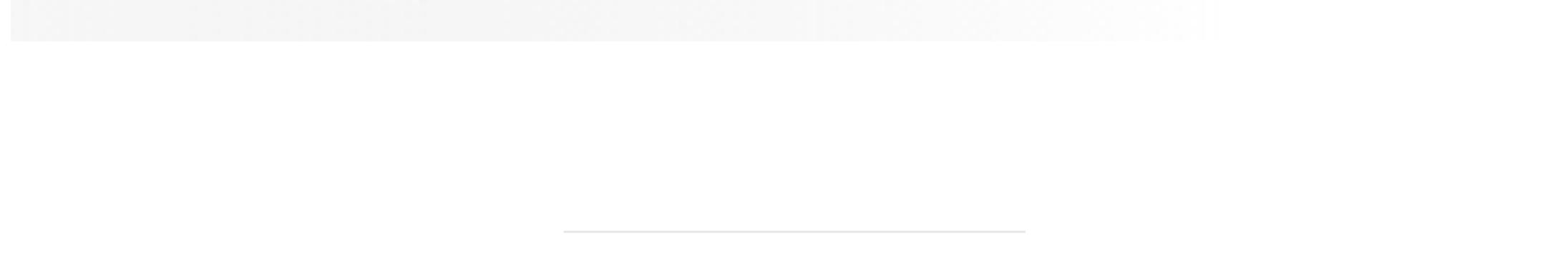


## Merge components sections states

This diagram illustrates the various states and controls for different Merge component types:

- collapsed**: null / undefined / "" (string) / false (boolean) property value
- expanded**: with value / true (boolean) property
- SECTIONS**:
  - textfield control**: JSONNodePropertyHandler, NodePropertyHandler, TextFieldPropertyHandler
    - LABEL
    - Button
  - select control**: UnionLiteralPropertyHandler
    - COLOR
    - primary
  - boolean control**: BooleanPropertyHandler, BooleanSwitcherPropertyHandler
    - DISABLED
    - True False
  - string control**: JSONStringPropertyHandler, StringPropertyHandler, NumberPropertyHandler (with InputMinMax)
    - HREF
    - HREF
  - function control**: FunctionPropertyHandler
    - CLICK
    - Bring to front Box
    - Hide Edition Name Label
    - [\$] Set Variable Visibility as none
  - code control**: CodePropertyHandler
    - SX
    - 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**:
  - default is empty
  - default has value
  - ERROR MESSAGE
- 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)
- after click in reset icon section should be expanded with default value**

## Information about component's library in properties panel



# UXPin Design System

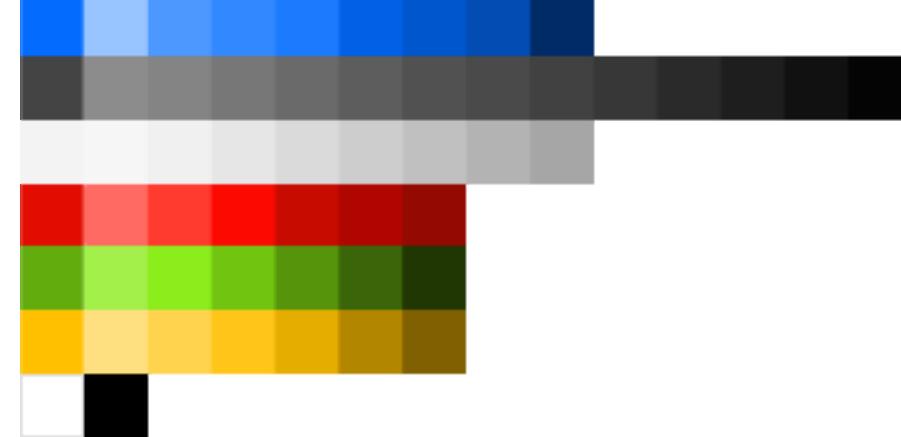
Basing on the actual design of the product I have prepared a design system. The goal was to clean and organize and simplify colors, typography, iconography, and interface elements. During this work, I was in close contact with the design and development team.

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.



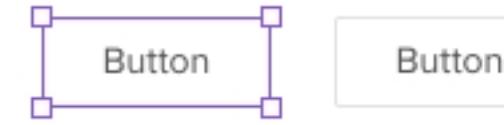
## components

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>
```

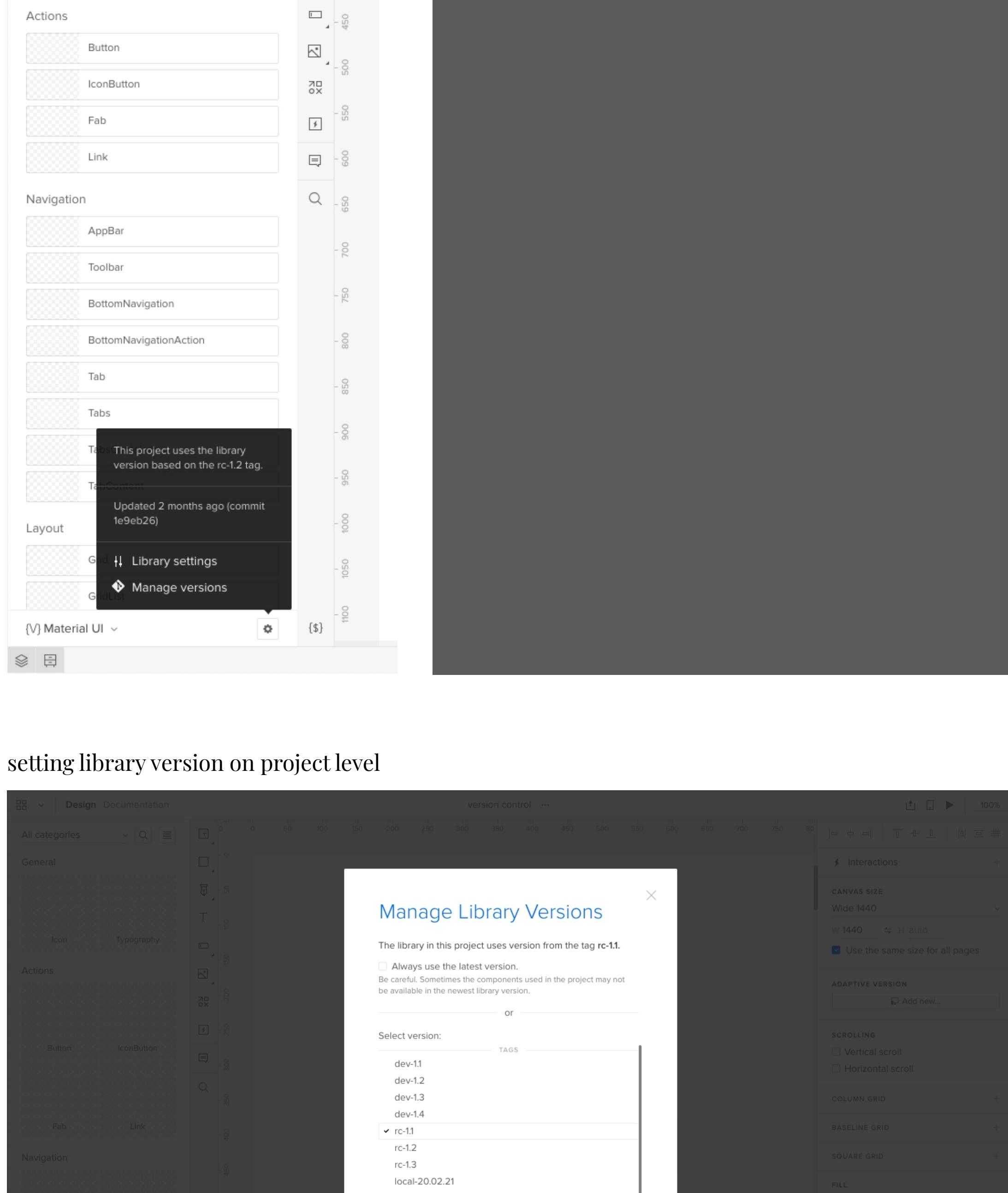
# Merge Libraries Version Control

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.

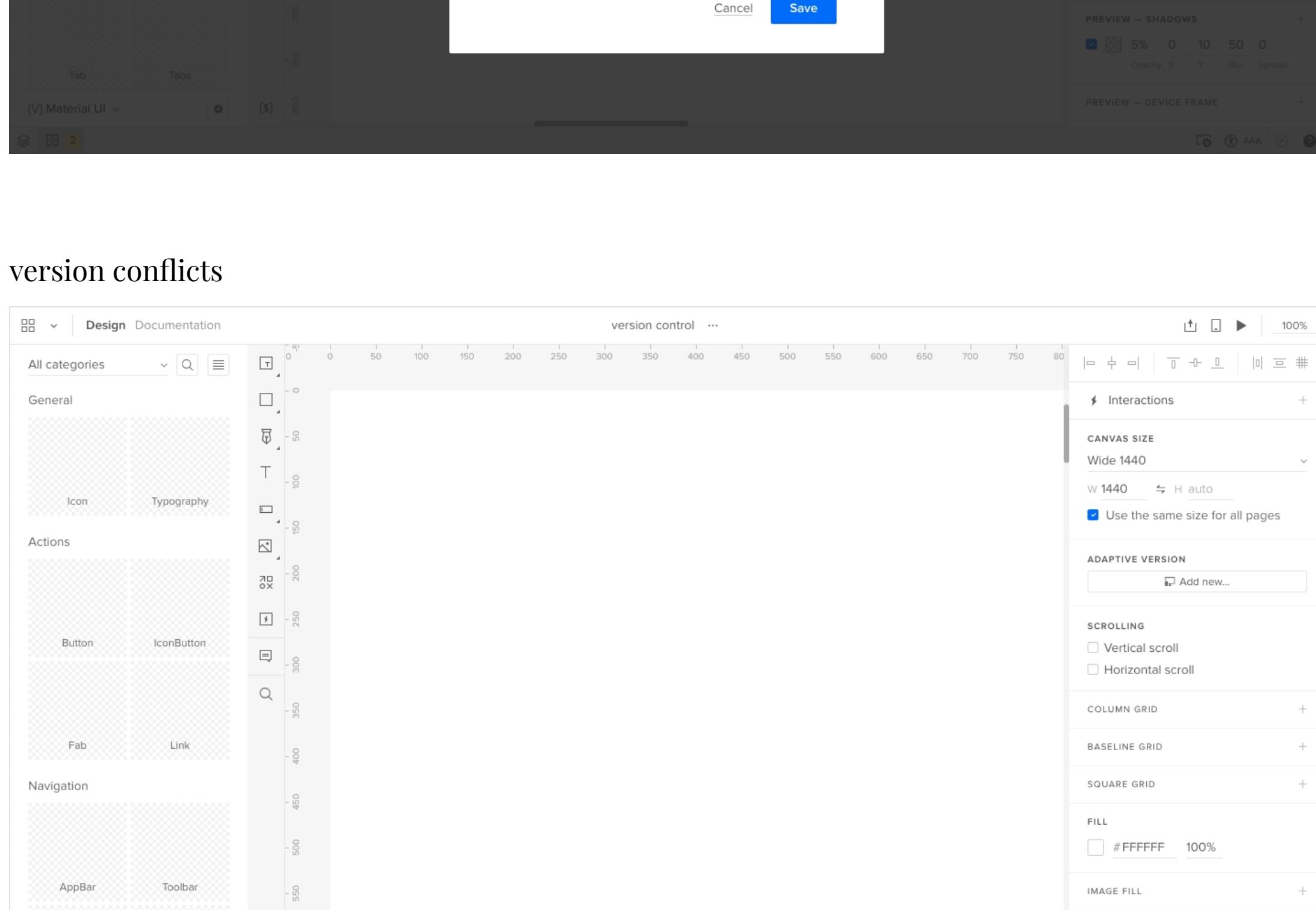
We cede to based on Git branches and tags.

2021 | UXPin  
role :code + design

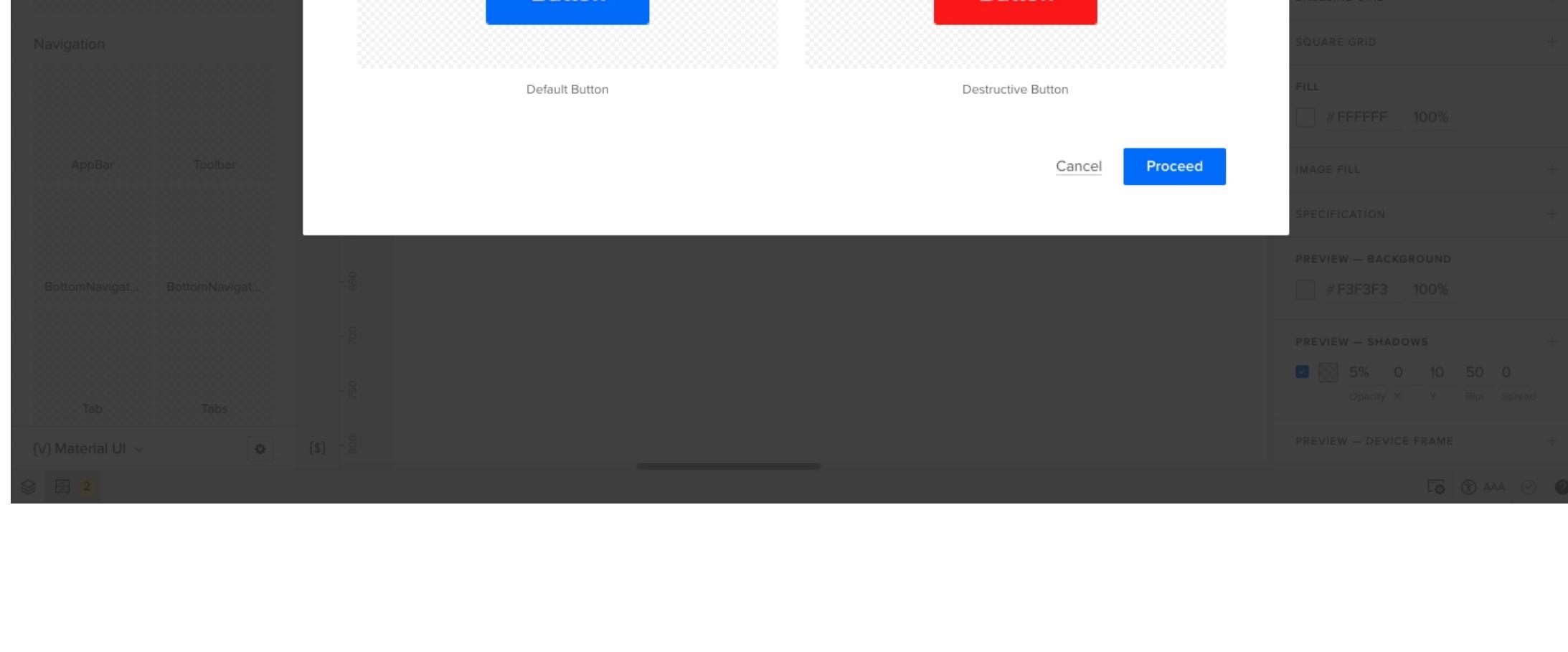
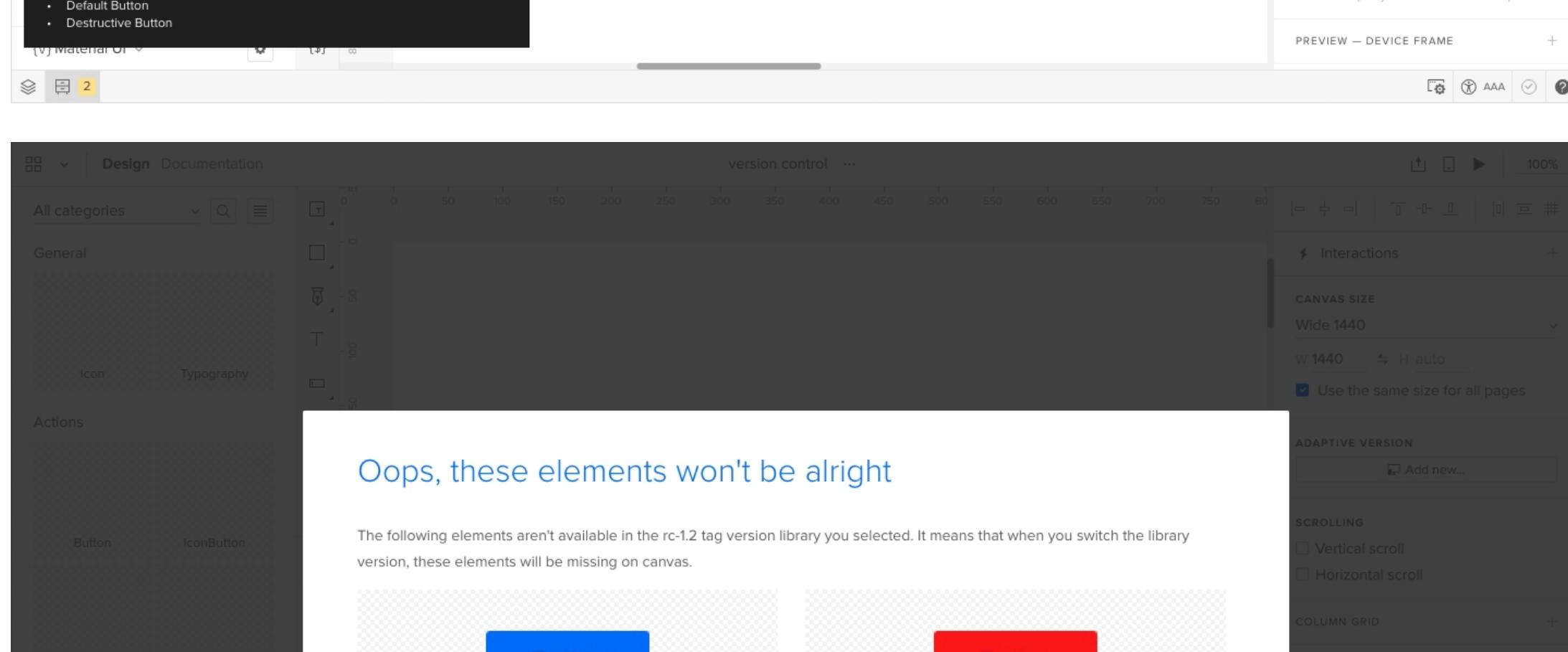
seeing default version of the library for all projects



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	<a href="#">Scss</a>	
Bundle Manager	<a href="#">Primer Module Build Scriptno</a>	
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	<a href="#">Octicons (SVG)</a>
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	<a href="#">Markdown</a>
Storybook	✓   <a href="#">Go to Storybook</a>

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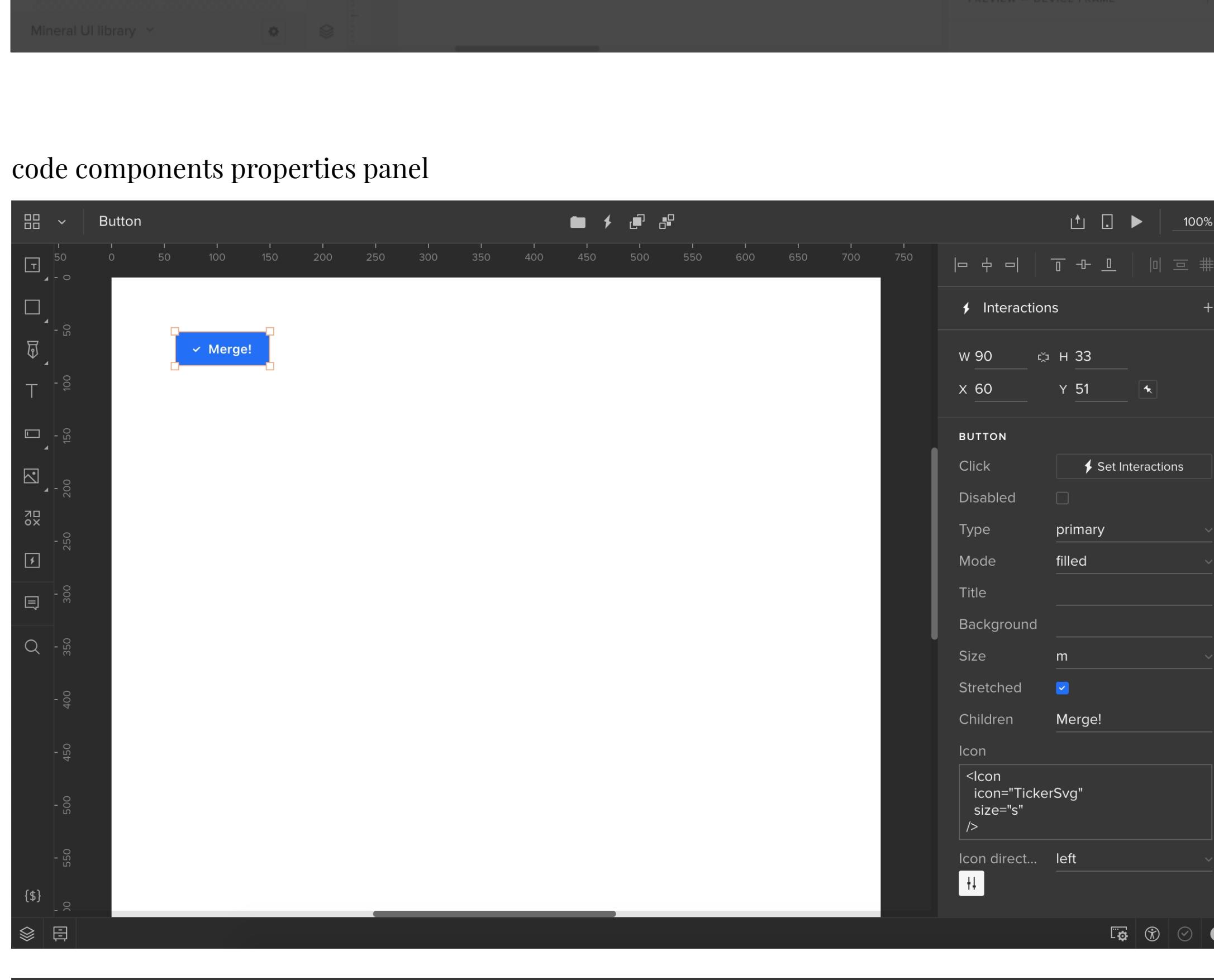
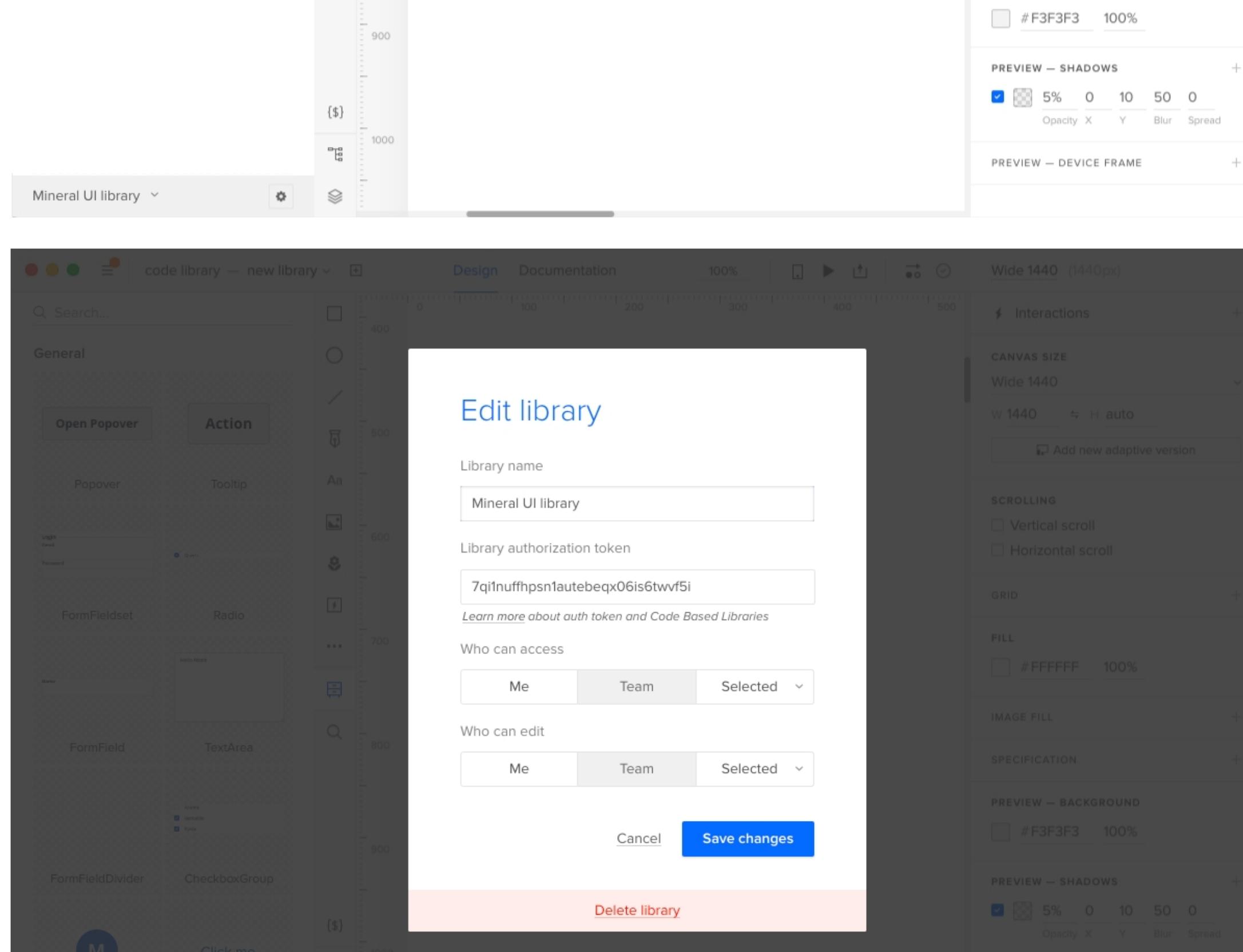
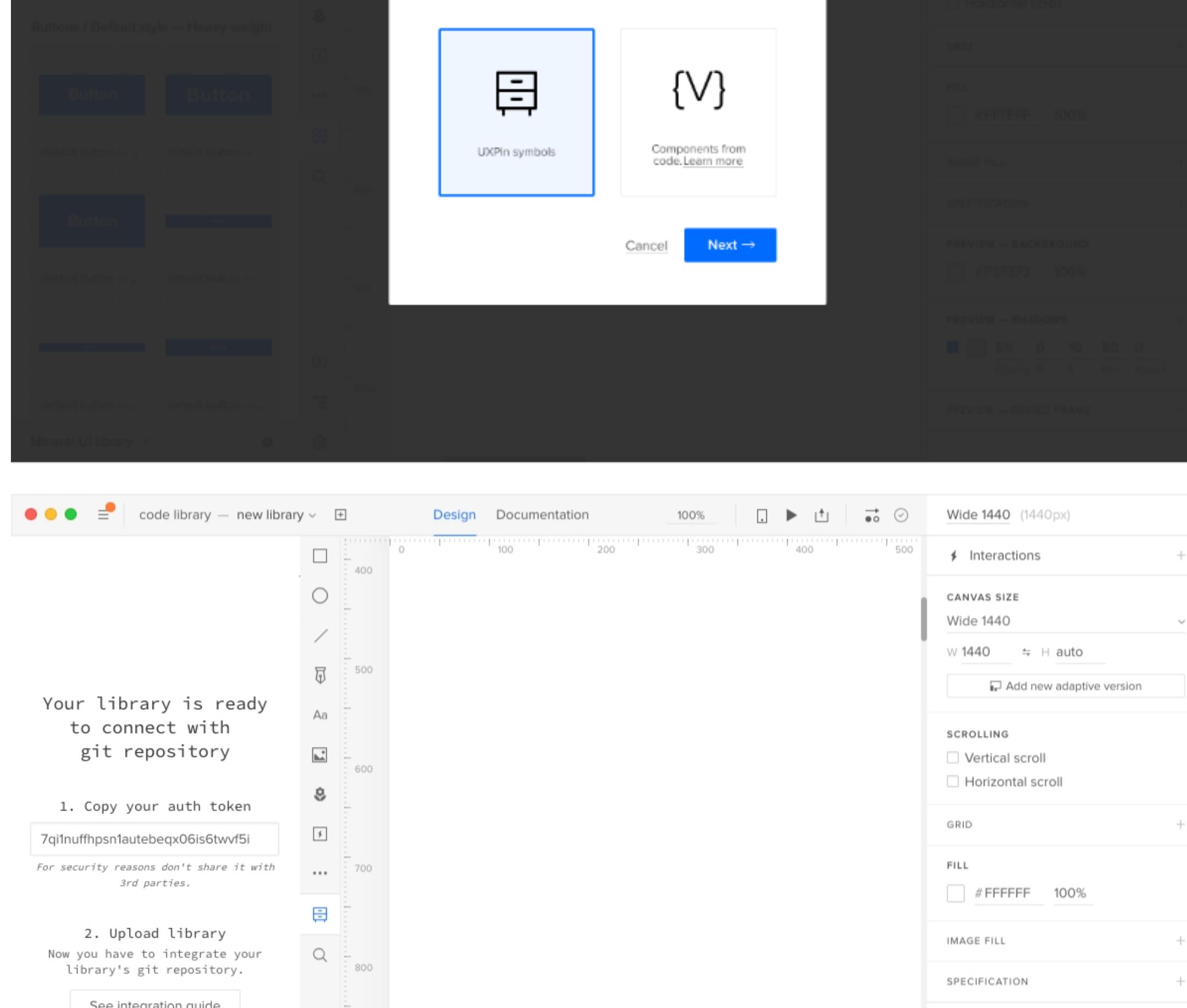
# UXPin Merge

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



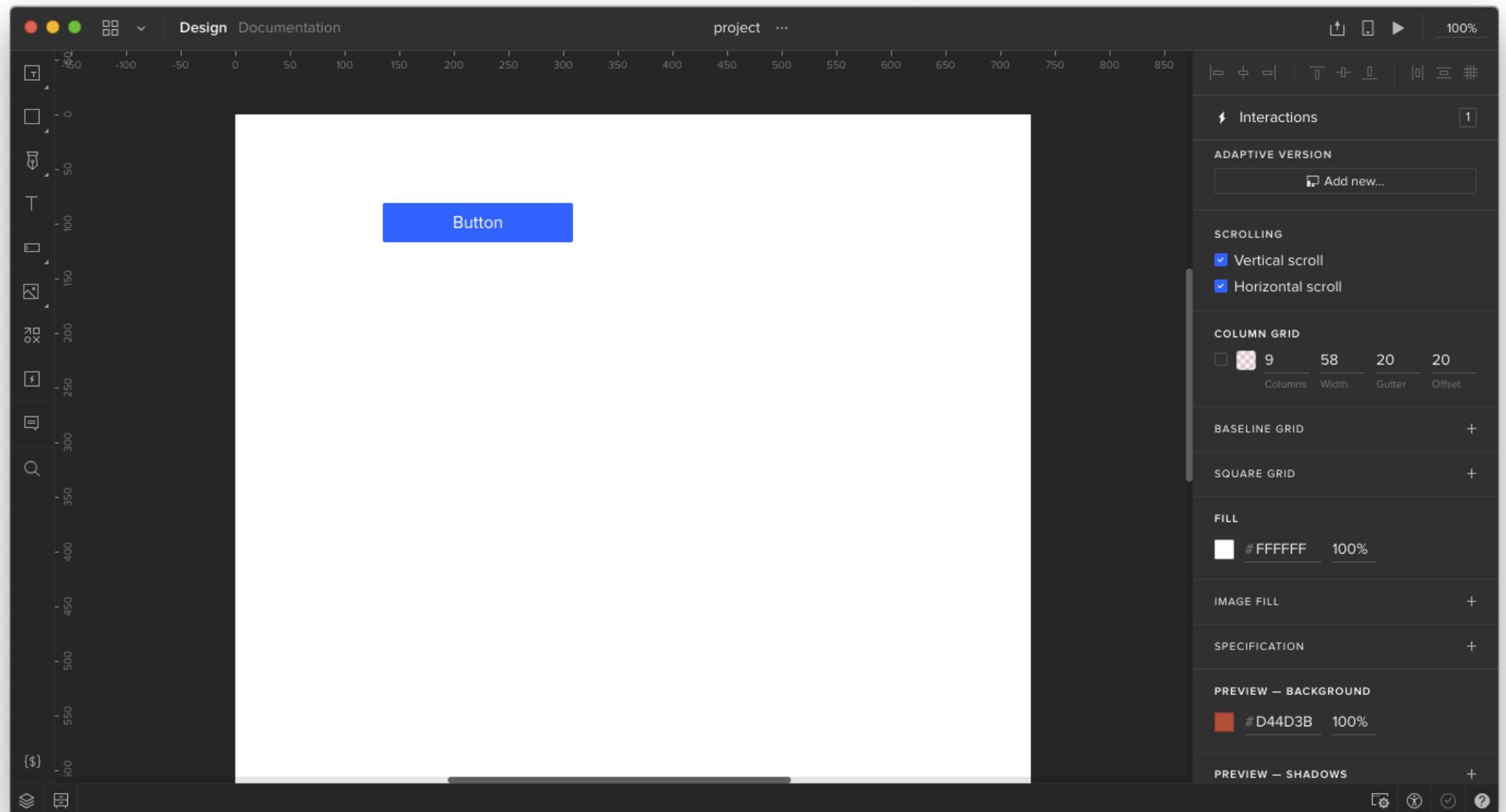
# UXPin Desktop App

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



# 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 | 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

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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.

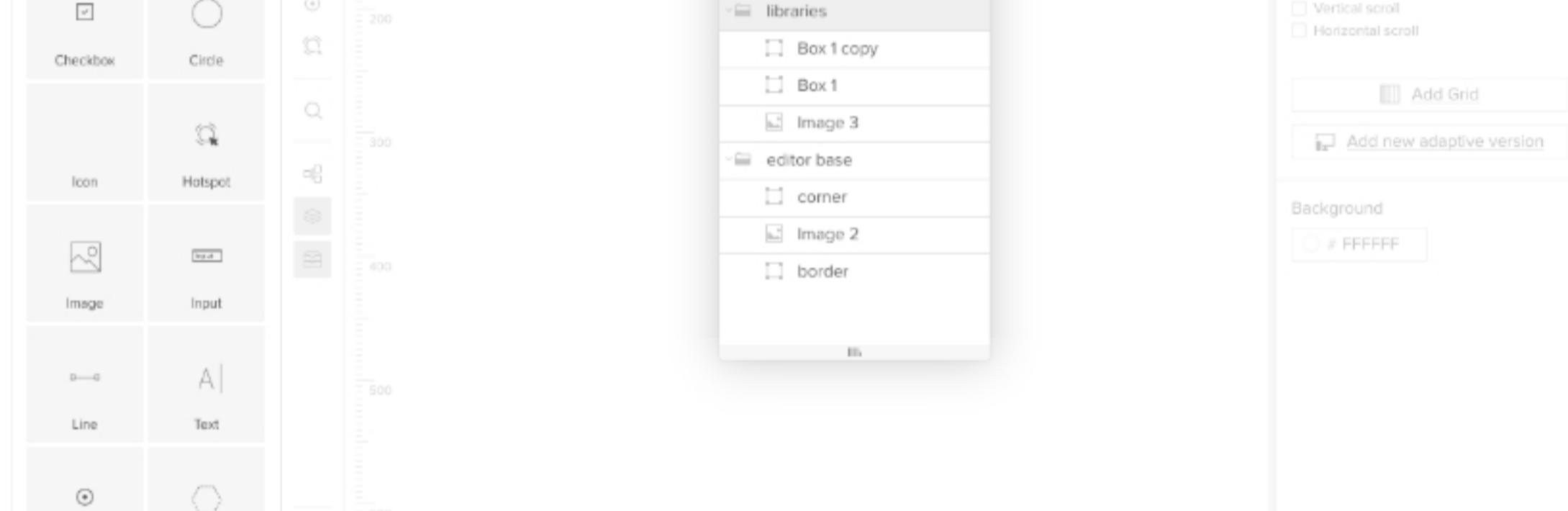
UI changes contain redesign of the top bar and release toolbar with quick access to the most popular elements and floating layers panel. Interactions flow was also simplified and enriched by predefined actions (based on the most popular ones).

2017 | UXPin  
role :product lead / ux design

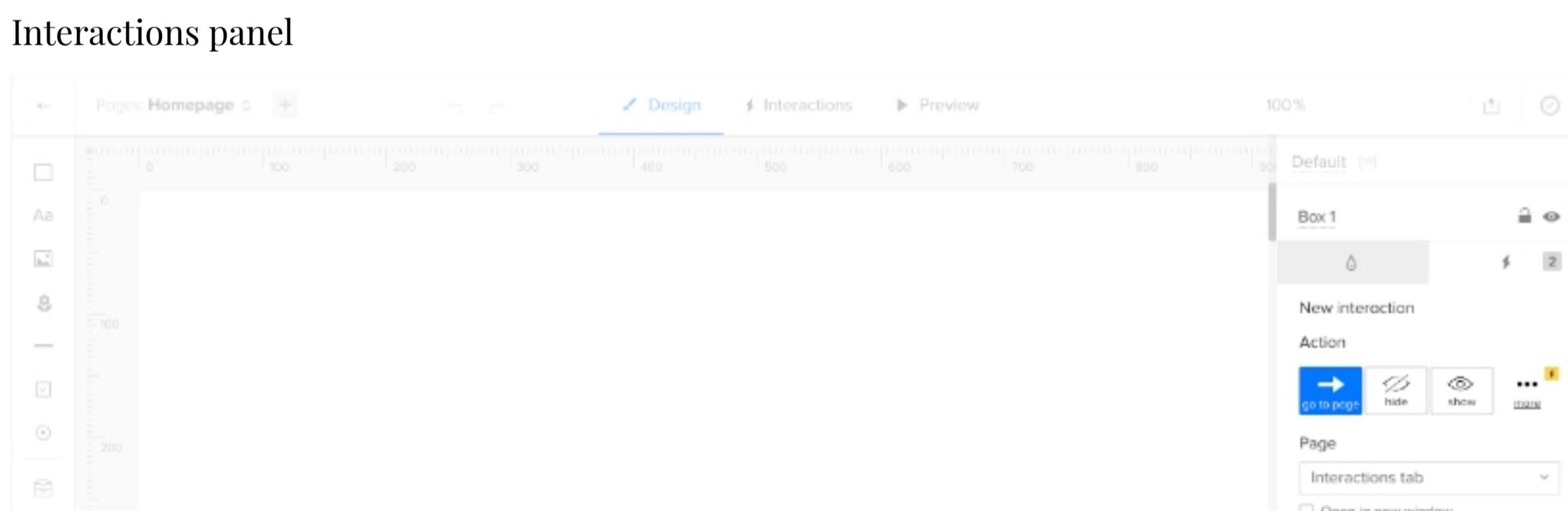
## Top bar and toolbar



## Left panels and floating layers



## Interactions panel



## Final redesign effect

