

# 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.

2022-2024 | Adverity  
role :product owner / code

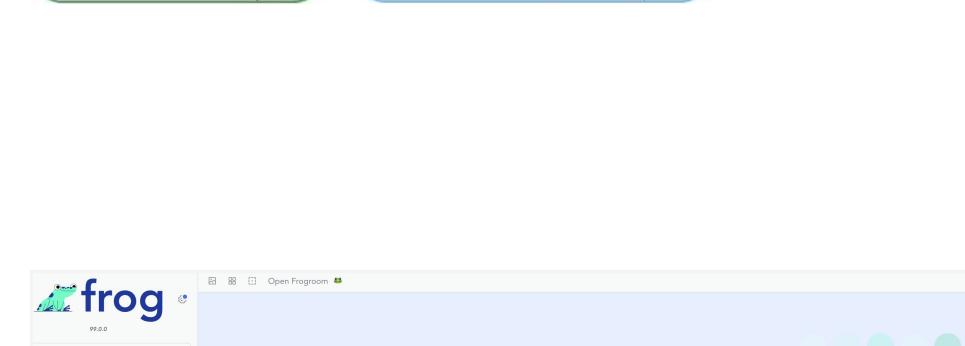
## Tokens

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',
```

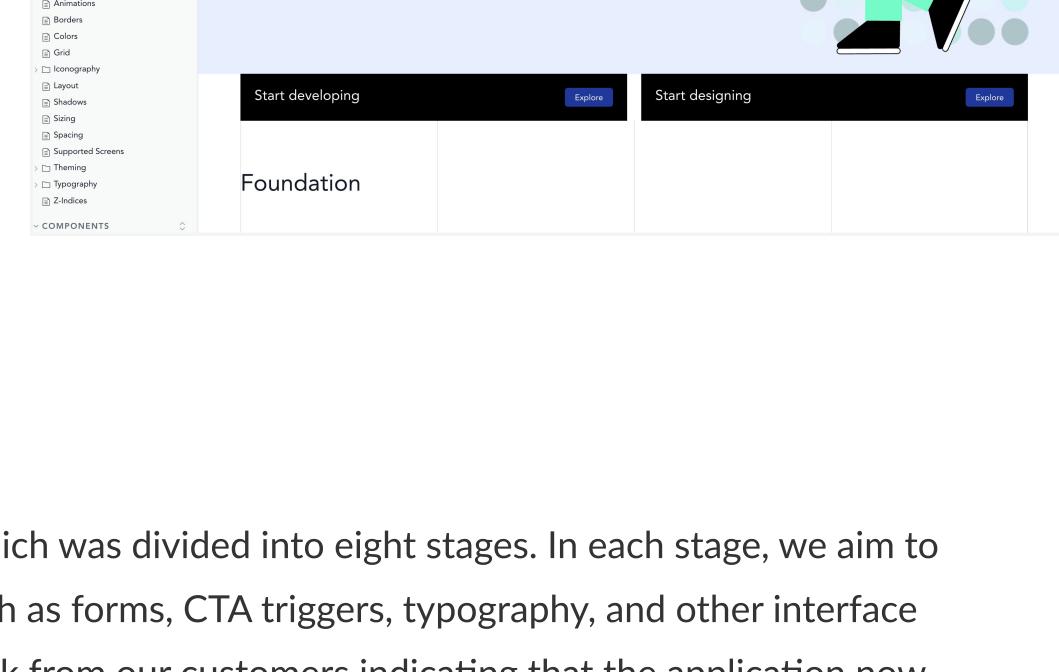
## Components

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.

This screenshot shows the Adverity platform interface before the redesign. It features a top navigation bar with tabs like 'Default', 'Connect', 'Enrich', 'Transfer', 'Explore', 'Present', 'Reveal', and 'What's new'. On the left, there's a sidebar with sections for 'Datastreams', 'Authentications', 'Statistics', 'Managed Onboards', 'All Extracts', and 'All Issues'. The main area contains a large data table with columns for 'Type', 'Workspace', 'Name', 'Updated', 'Created', 'Last used', 'Billing objects', 'Datastreams', and 'Access Granted'. There are numerous rows of data, each with a small icon and some descriptive text. A search bar at the top of the main area allows filtering by workspace, datasource, and access granted.

Adverity UI before redesign

This screenshot shows the Adverity platform interface after the redesign. The overall layout is cleaner and more organized. The top navigation bar remains similar, but the sidebar on the left has been simplified. The main data table is still present but appears to have fewer columns or a different structure. The overall aesthetic is more modern and user-friendly.

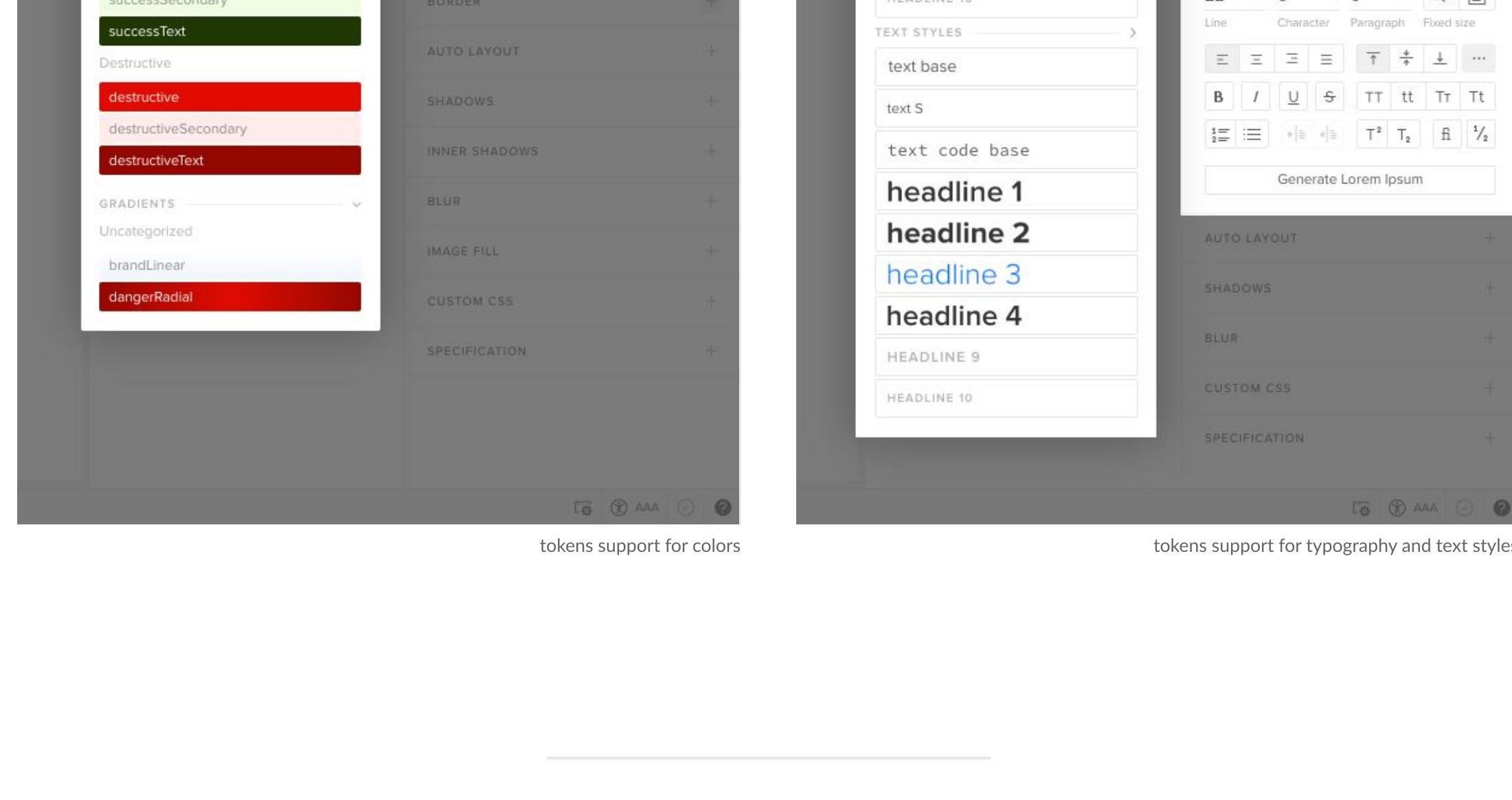
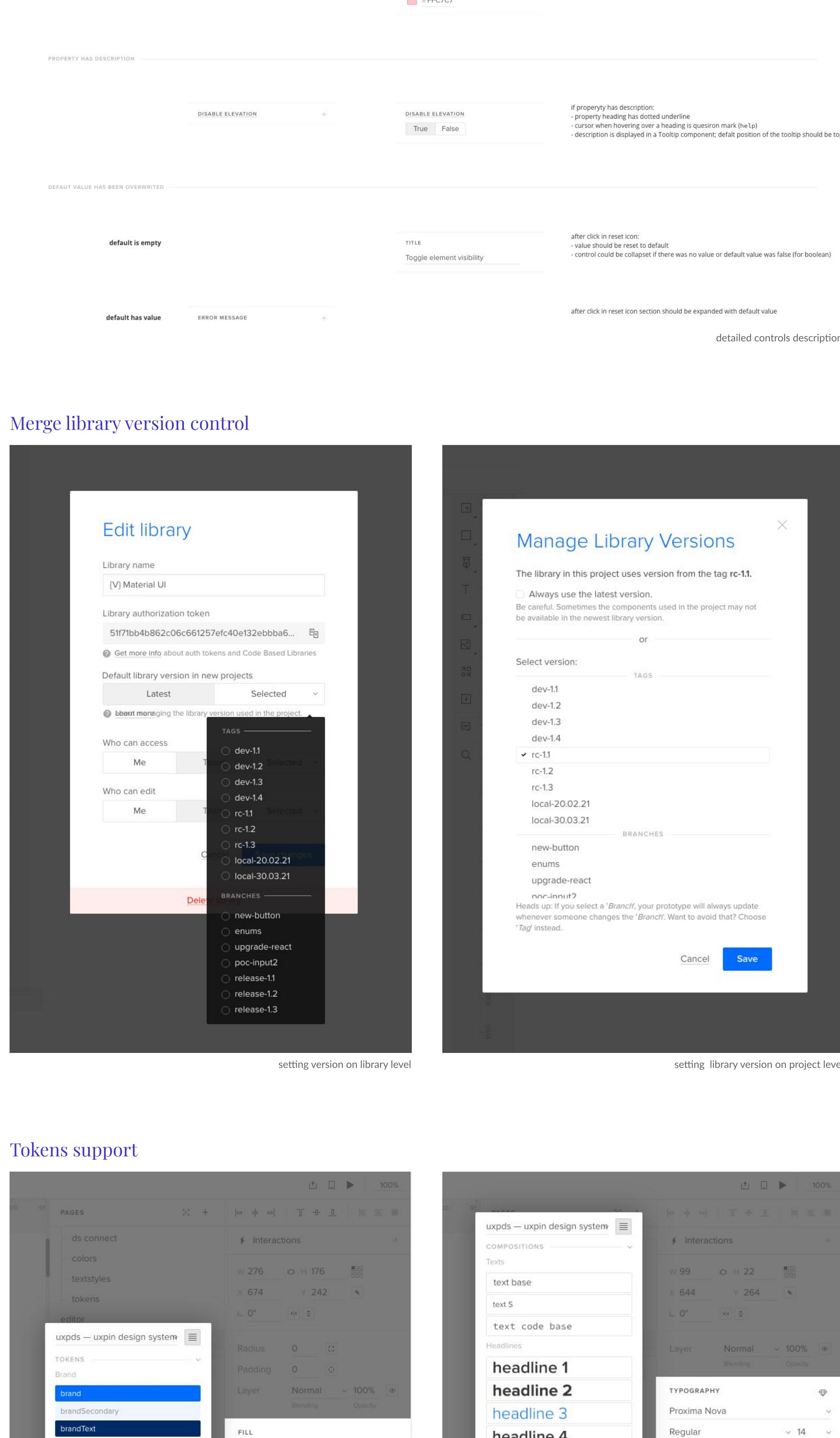
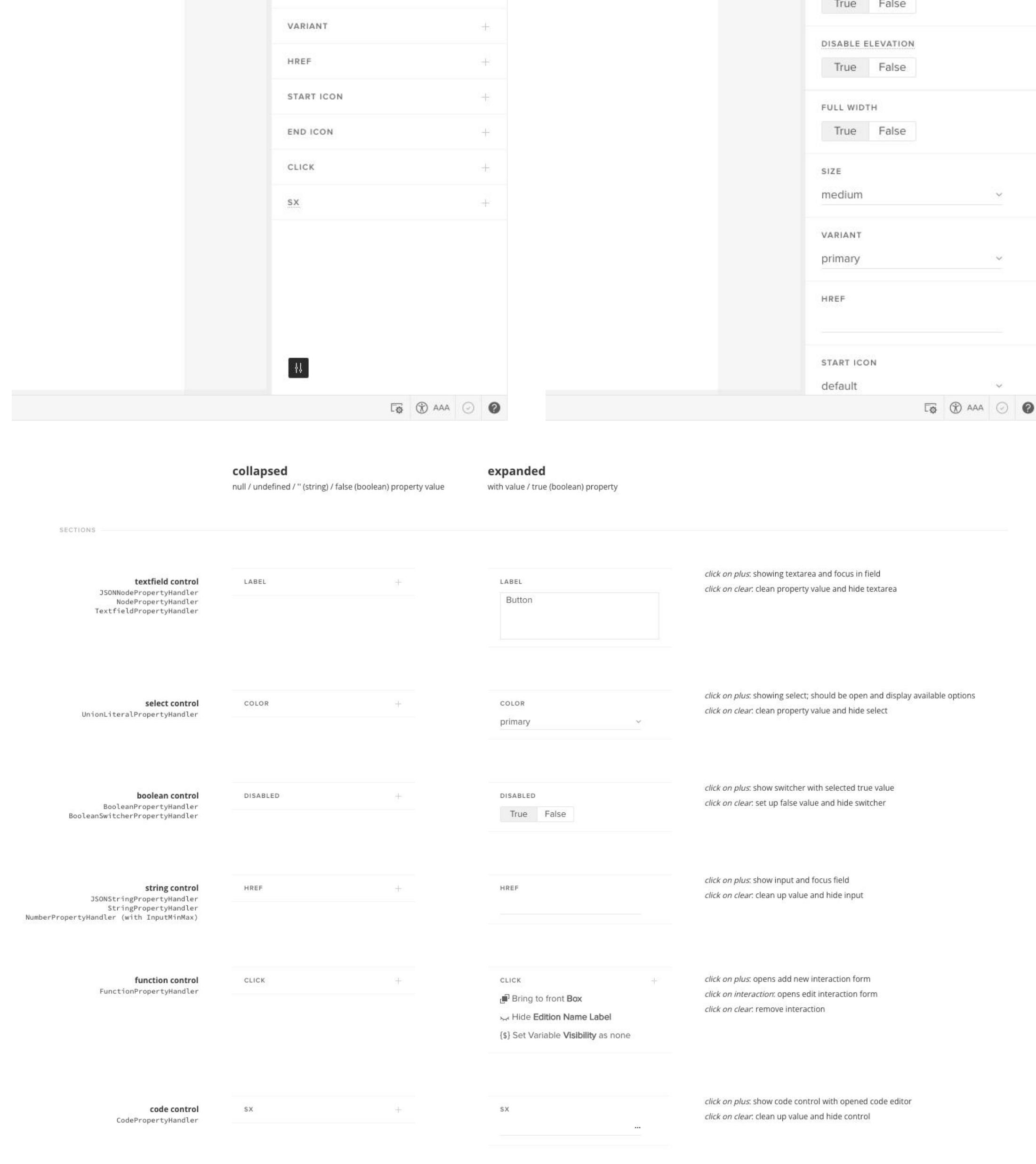
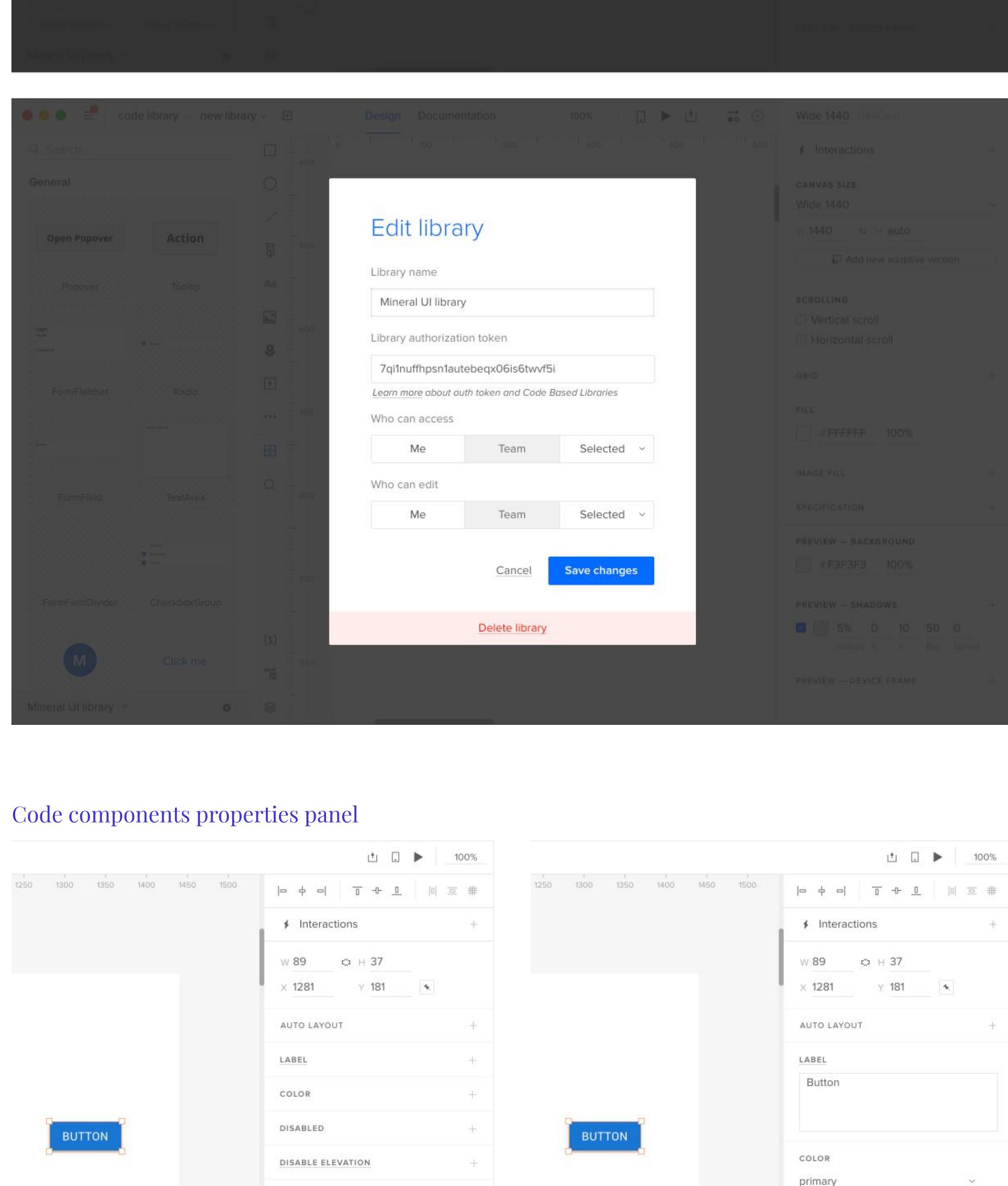
Adverity UI after redesign

UXPin Merge is a technology that bridges the gap between UXPin and other design tools. It allows the import of ready-made components from external sources into the UXPin editor, enabling their use in designs. This feature makes it easier for designers to work with the same components across different tools, streamlining the design process.

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.

A screenshot of the UXPin application interface. The main window has a dark grey header with the 'UXPin' logo and navigation icons. A modal dialog box is open in the foreground, titled 'Add library' in blue text. Below the title, there is placeholder text: 'Where will the elements come from?'. At the bottom of the dialog, there is a large blue rectangular button with a white house icon in the center. The overall layout shows a clean, modern design with a focus on the central 'Add library' action.

10



# UXPin Design System

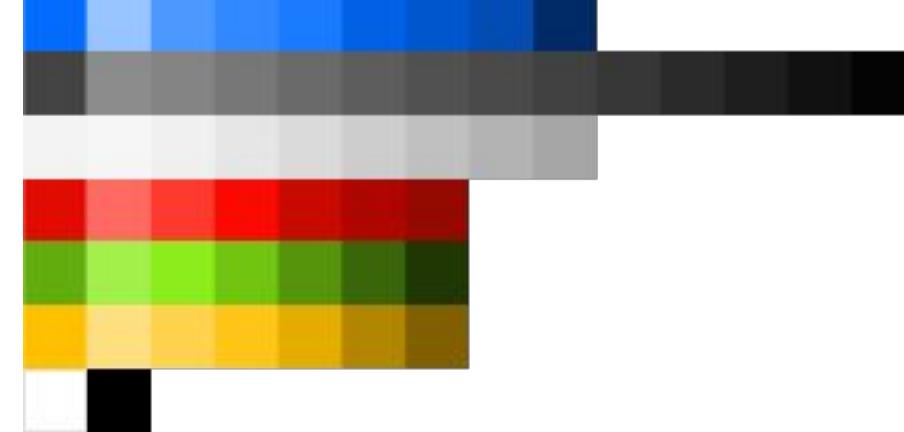
Basing on the actual design of the product I have prepared a design system. The goal was to clean and organize and simplify colors, typography, iconography, and interface elements. During this work, I was in close contact with the design and development team.

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

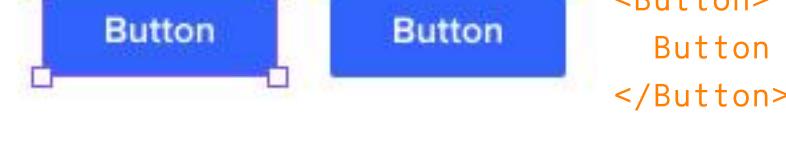
In UXPin was 291 used icons. A lot of those icons were duplicate and similar. During cleaning, I decrease the number of icons to 172.



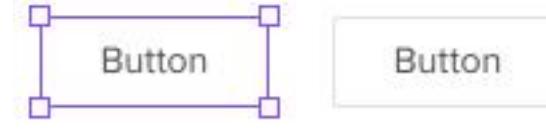
## Components

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>
```

# 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 main content area is divided into three sections: "Technology", "Design", and "Documentation & guidelines". Each section contains a table comparing various design system components across different technologies or guidelines. The "Technology" section includes rows for Code Depth, Components (marked with a checkmark), 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 (marked with an X), Brand Guidelines (marked with an X), Color Naming (natural e.g. gray-300), Contrast Analysis, Typography (with a link to Go to Typography), Icons (with a link to Octicons (SVG)), Space / Grid (with a link to Go to Space / Grid), Illustration (marked with an X), Data Visualization, Animation, and Voice & Tone. The "Documentation & guidelines" section includes rows for Accessibility Guidelines (marked with an X), Design Principles (marked with an X), Documentation Website (marked with an X), Code Documentation (with a link to Markdown), and Storybook (with a link to Go to Storybook). At the bottom, there are two promotional sections: one 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 computer monitor icon. Both sections include calls-to-action: "Learn more & download" and "Start a free trial now!". The footer contains the UXPin logo and copyright information: "2010 - 2020 UXPin INC", "Maintained by Marcin Treder. Inspired by [Awesome Design Systems](#) by Alex Pate. Great design systems resources: [Styleguides.io](#)", and "page 5 – Bartosz Dębicki Selected Projects 2016-2024".

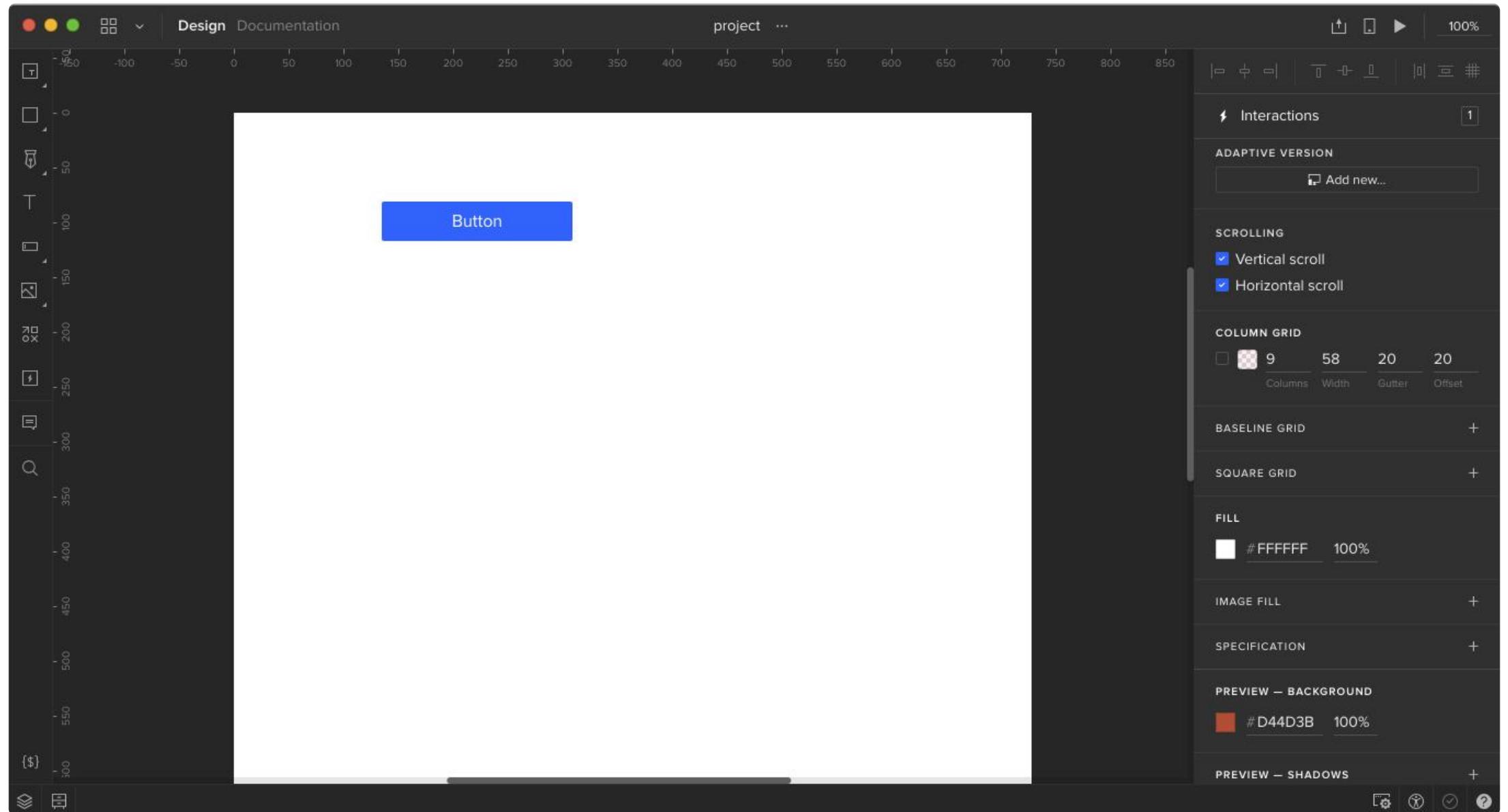
# UXPin Desktop App

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



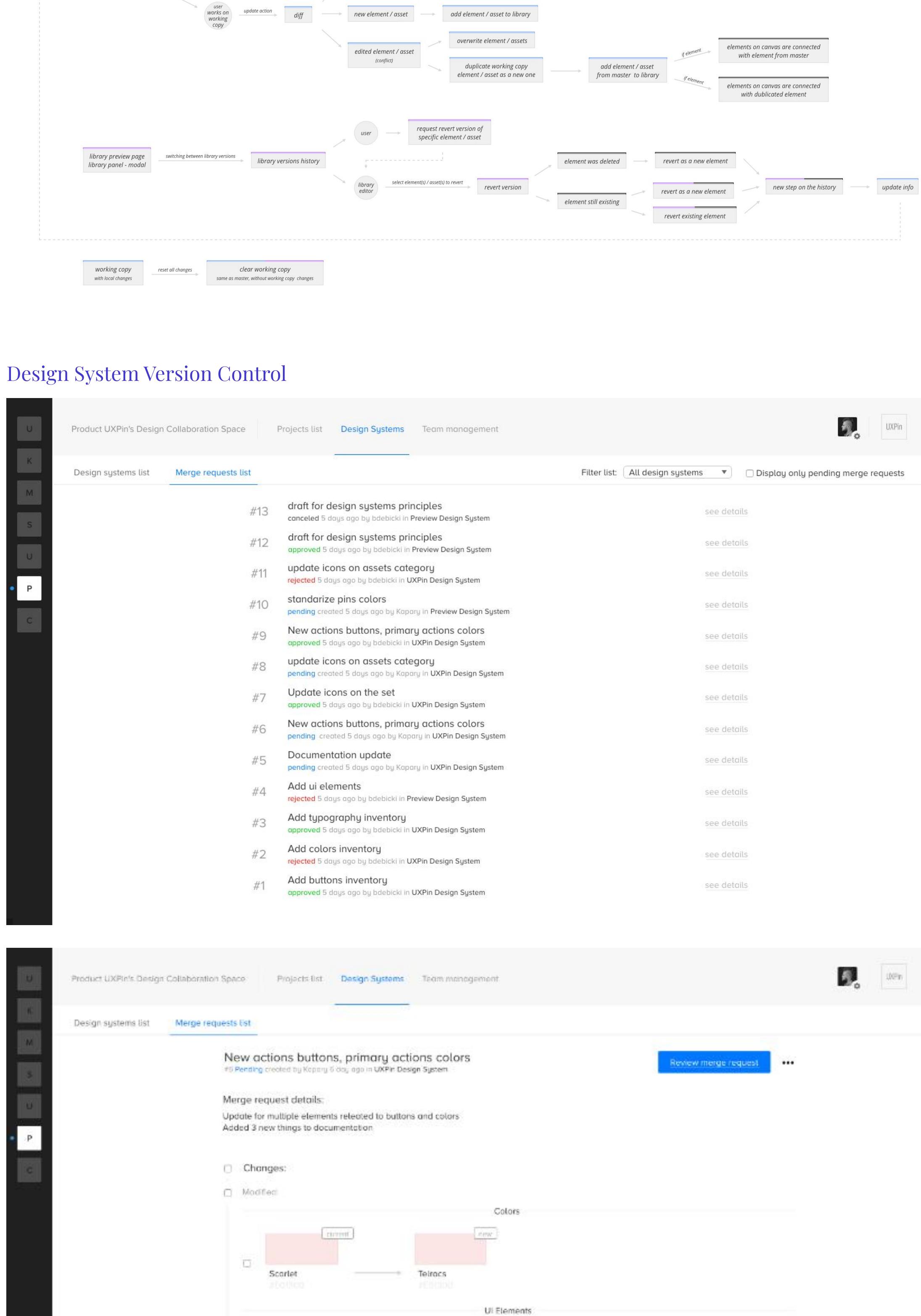
# Design System version control

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 UXPin Design Collaboration Space interface. The top navigation bar includes 'Product UXPin's Design Collaboration Space', 'Projects list', 'Design Systems', 'Team management', and a user profile icon. The main area displays a 'Merge requests list' for the 'Design Systems' tab. The list contains 13 items, each with a title, status, and a 'see details' link. The items include: '#13 draft for design systems principles', '#12 draft for design systems principles', '#11 update icons on assets category', '#10 standardize pins colors', '#9 New actions buttons, primary actions colors', '#8 update icons on assets category', '#7 Update icons on the set', '#6 New actions buttons, primary actions colors', '#5 Documentation update', '#4 Add ui elements', '#3 Add typography inventory', '#2 Add colors inventory', and '#1 Add buttons inventory'. On the left, there is a sidebar with letters U, K, M, S, U, P, C.

This screenshot shows the 'Merge request details' page for a merge request. The top navigation bar is identical to the previous screenshot. The main content area shows a 'Merge request details' section for a merge request from 'Kopary' to 'UXPin Design System'. It includes a 'Changes:' section with a 'Colors' card showing a comparison between 'Scarlet' and 'Tealots' with a 'Material buttons trigger on ink reaction on press.' note. Below it is a 'UI Elements' card showing a comparison between 'current' and 'new' button states with a note about 'Material buttons trigger on ink reaction on press.' and 'Material buttons may display text, imagery, or both.' At the bottom, there is a 'Review details:' section with a comment from 'bdebicki' and an 'Approved' button.

This screenshot shows the 'UXPin Design System' interface. The top navigation bar includes 'Product UXPin's Design Collaboration Space', 'Projects list', 'Design Systems', 'Team management', and a user profile icon. The main area has tabs for 'Design systems list' and 'Merge requests list'. The 'Design systems list' tab is active, showing a 'New actions buttons, primary actions colors' item with a status of 'Approved' and a note about 'Material buttons trigger on ink reaction on press.' The right side shows a 'Versions history' panel with a list of changes: 'Add buttons inventory', 'Add typography inventory', 'Prepare first documentation', 'New actions buttons, primary actions colors', 'draft for design systems principles', and 'Add colors inventory'. The bottom navigation bar includes 'UXPin Design System', 'Design', 'Documentation', 'Preview', and 'Default'.

This screenshot shows the 'UXPin Design System' interface, similar to the previous one but with a different focus. It shows a 'Design library version history' for 'Colors' and 'Typography'. The 'Colors' section lists 'Blue Ribbon' (#006CFF) and 'Scarlet' (#E01300). The 'Typography' section lists 'Playfair Display' with 'Regular', 'Italic', and 'Bold' variants. A preview window shows the text 'The quick brown fox jumps over the lazy dog.' in Playfair Display. The right side shows a 'Versions history' panel with a list of changes: 'Add buttons inventory', 'Add typography inventory', 'Prepare first documentation', 'New actions buttons, primary actions colors', 'draft for design systems principles', and 'Add colors inventory'. The bottom navigation bar includes 'UXPin Design System', 'Design', 'Documentation', 'Preview', and 'Default'.

This screenshot shows the 'UXPin Design System' interface, similar to the previous ones. It shows a 'Design library version history' for 'Colors' and 'Typography'. The 'Colors' section lists 'Blue Ribbon' (#006CFF) and 'Scarlet' (#E01300). The 'Typography' section lists 'Playfair Display' with 'Regular', 'Italic', and 'Bold' variants. A preview window shows the text 'The quick brown fox jumps over the lazy dog.' in Playfair Display. The right side shows a 'Versions history' panel with a list of changes: 'Add buttons inventory', 'Add typography inventory', 'Prepare first documentation', 'New actions buttons, primary actions colors', 'draft for design systems principles', and 'Add colors inventory'. The bottom navigation bar includes 'UXPin Design System', 'Design', 'Documentation', 'Preview', and 'Default'.

page 7 – Bartosz Dębicki Selected Projects 2016-2024

# 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](#)

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

**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 I 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 ZIOŁA | SHY ALBATROSS | SONAR | SOOMT  
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.

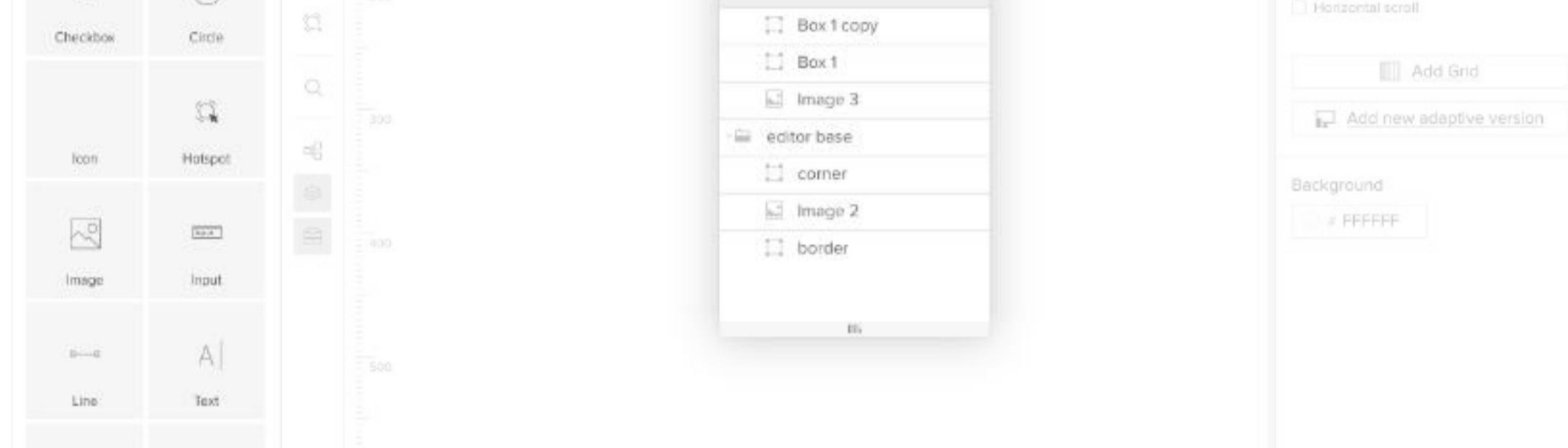
UI changes contain redesign of the top bar and release toolbar with quick access to the most popular elements and floating layers panel. Interactions flow was also simplified and enriched by predefined actions (based on the most popular ones).

2017 | UXPin  
role :product lead / ux design

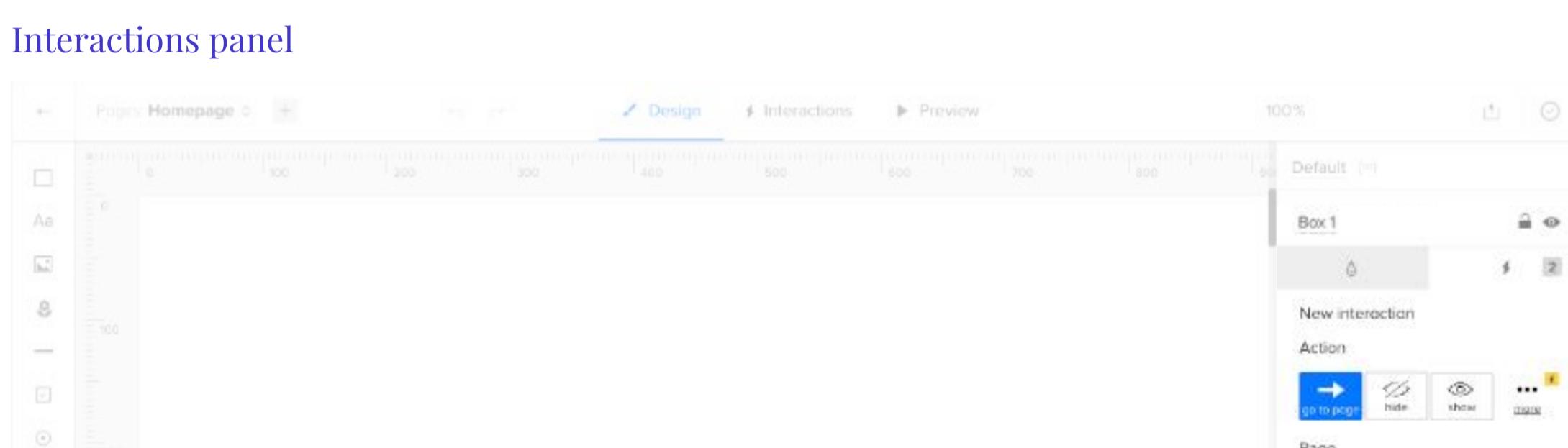
## Top bar and toolbar



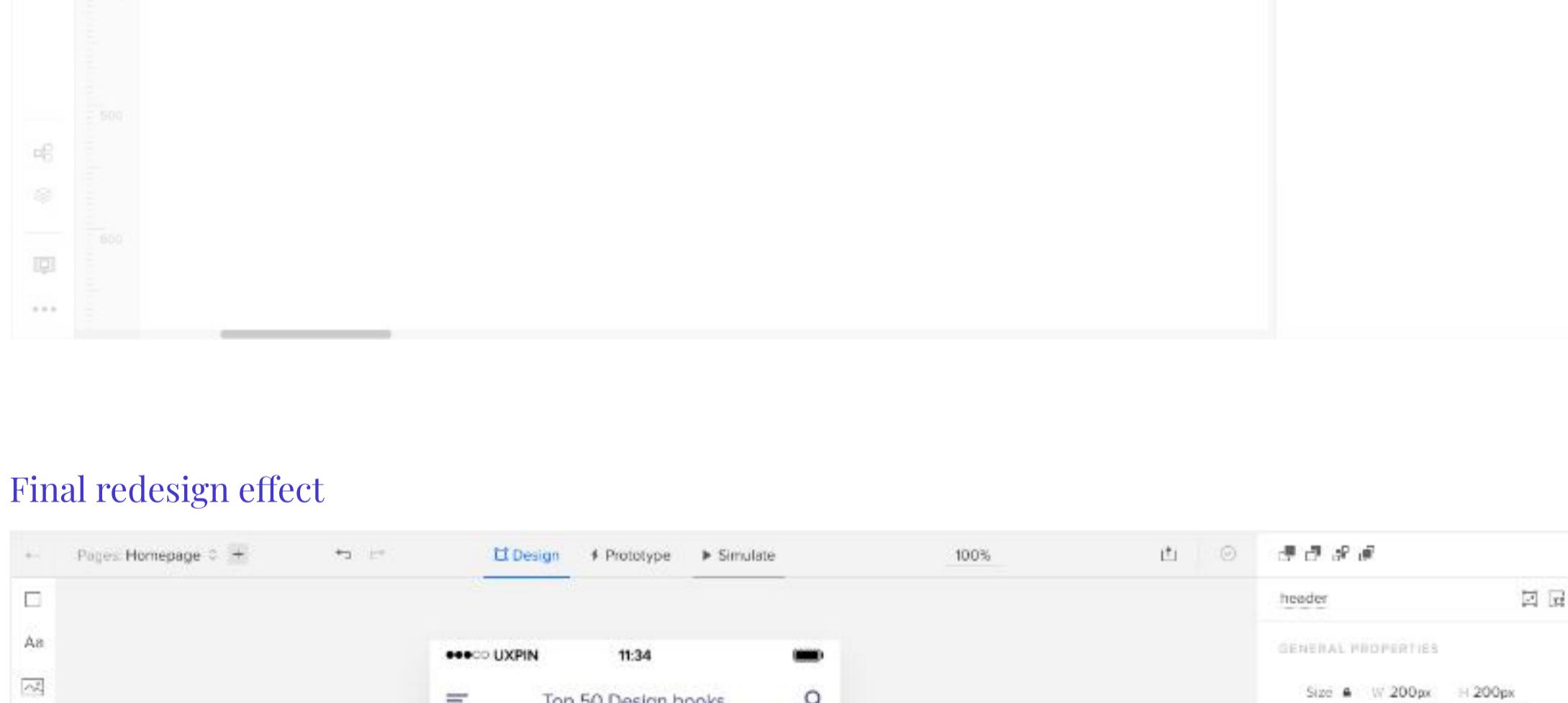
## Left panels and floating layers



## Interactions panel

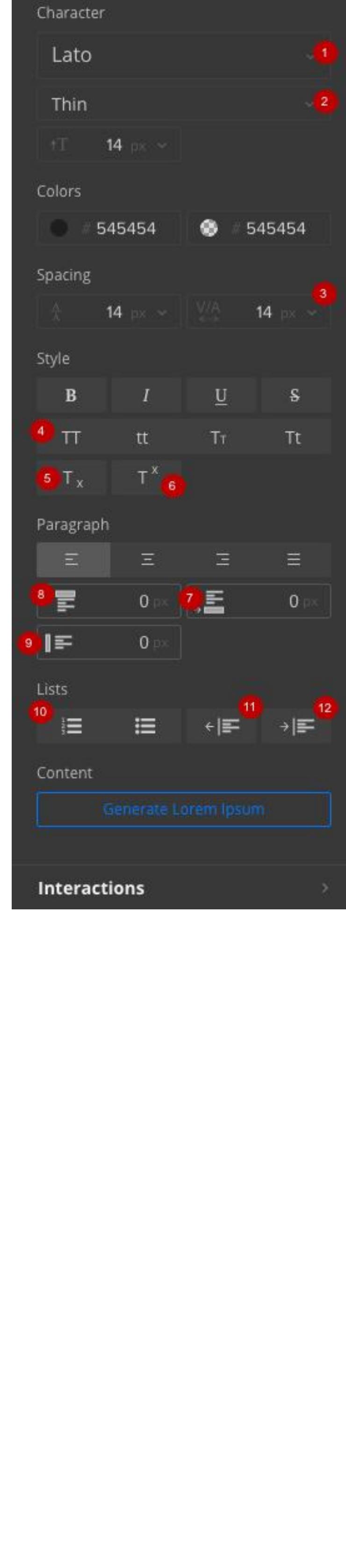
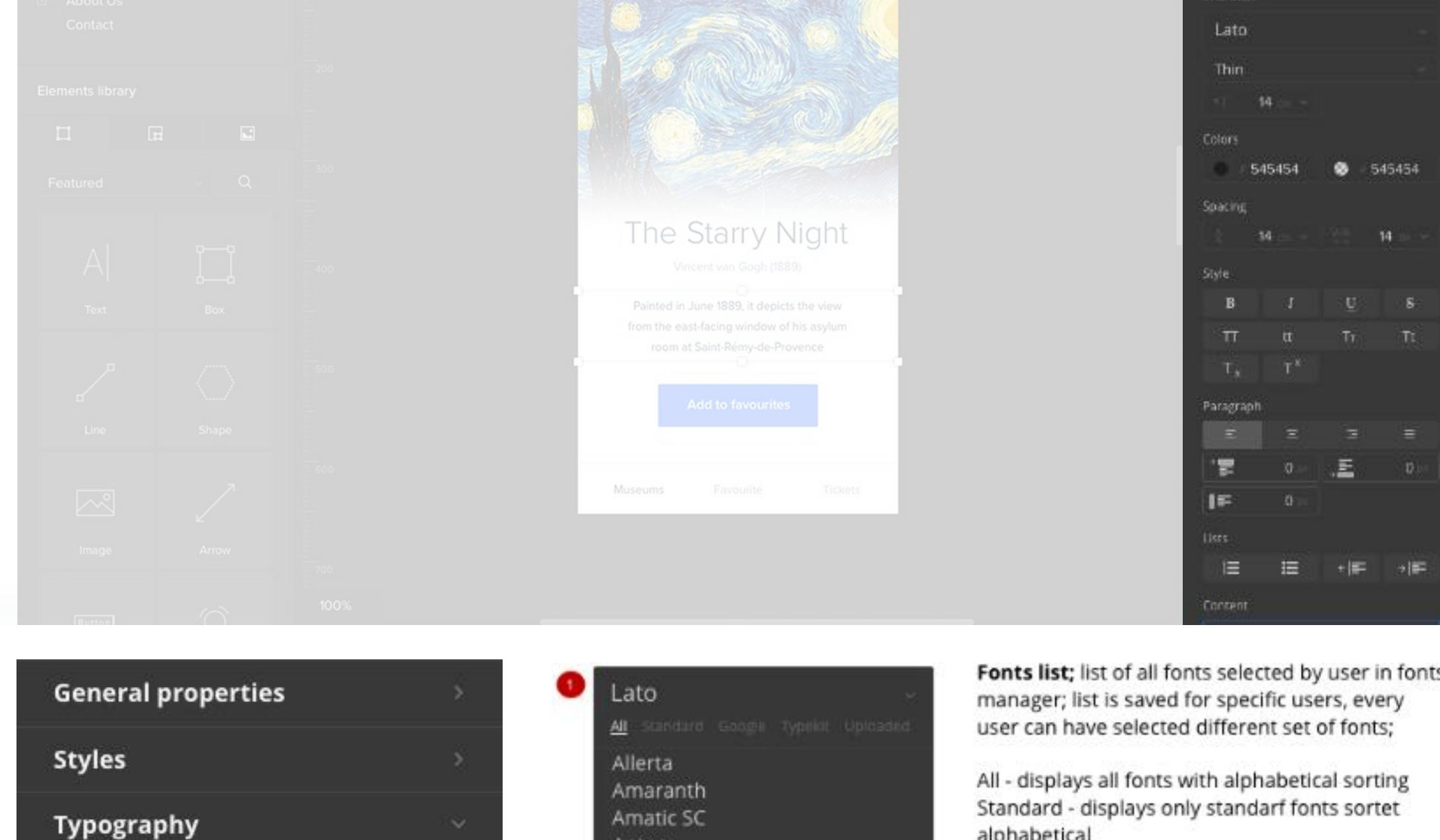


## Final redesign effect



# Advanced typography

spacing, text transformations, paragraph spacing, and lists), integration with Google fonts, Typescript integration, and upload own fonts.



t based on styles of  
added by user

ul, if *Regular* doesn't  
top is default

g, space between  
s; based on css  
spacing

TT - uppercase  
tt - lowercase  
Tr - small-cap  
Tt - capitalize

**script; create**  
we should us

we indent from group and  
we should use CKEditor

and nesting list in list; the  
ft paragraph margin; we  
ture

卷之三

|                                |   |  |
|--------------------------------|---|--|
| <input type="checkbox"/> fonts | <input type="checkbox"/> Search in all categories |  |
|                                |   |  |

|   |            |   |      |
|---|------------|---|------|
|  | Droid Sans |  | Lato |
| 7 styles selected   |            | 7 styles selected   |      |

1

