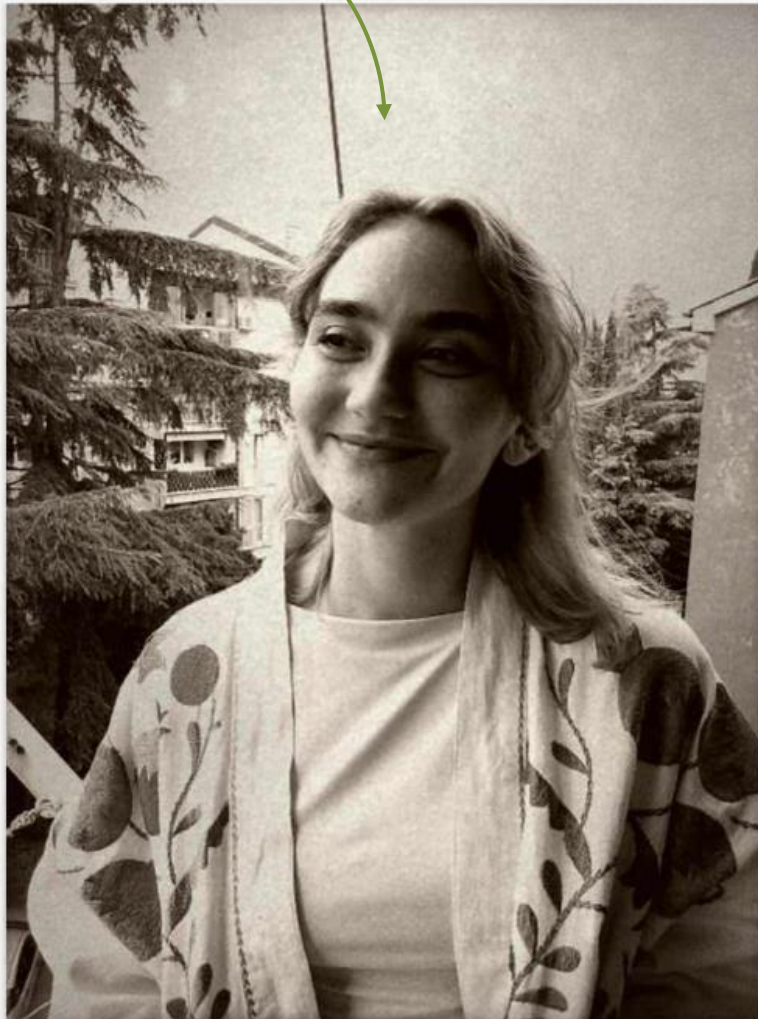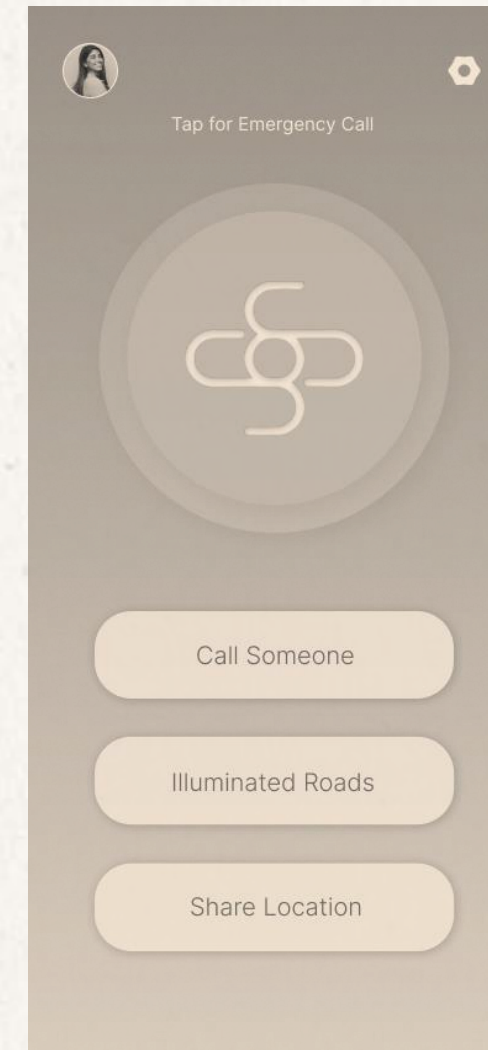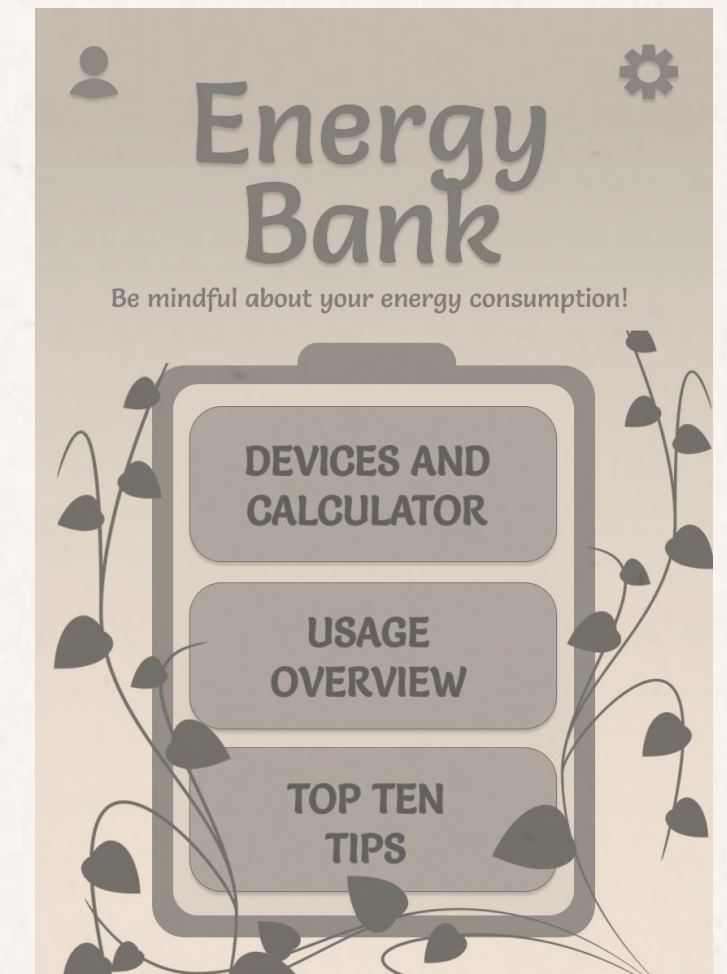# PORTFOLIO

Kristina Đukić

Me

Hello,

I am a pre-graduate Computer Science student with a passion for UX design and a strong interest in user-centered design principles. Throughout my studies, I've had the opportunity to explore designing and prototyping interactive applications using Figma, aiming to create practical and user-friendly experiences. My background in computer science helps me approach both the technical and user-facing aspects of digital products. I've also taken several courses related to multimedia design, UX, and UI. Below are a few of the projects I've worked on as part of my learning journey in UX and UI. Please check out Figma prototypes and presentations with description of each project.
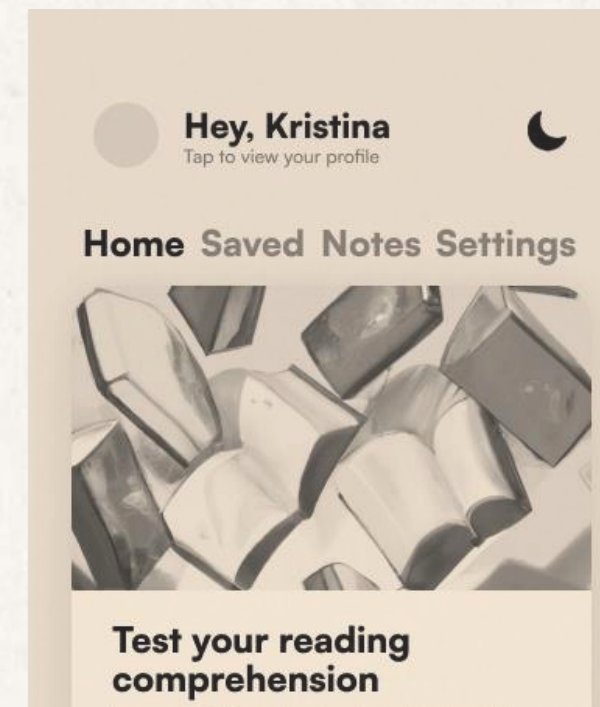.

Projects

1 SAFE SPACE

2 ENERGY BANK

3 LEARNING POINT

Tap for Emergency Call

Call Someone

Illuminated Roads

Share Location

Energy Bank

Be mindful about your energy consumption!

DEVICES AND CALCULATOR

USAGE OVERVIEW

TOP TEN TIPS

Hey, Kristina
Tap to view your profile

Home Saved Notes Settings

Test your reading comprehension

Safe Space

About

Safe Space is an app designed to assist women in feeling safer when walking alone at night. The app allows users to call emergency services and app users, share their current location with trusted contacts, and find the safest, most illuminated path to their destination.

Design

Developed low-fidelity wireframes and a Figma-based medium-fidelity prototype, incorporating user feedback gathered through testing.
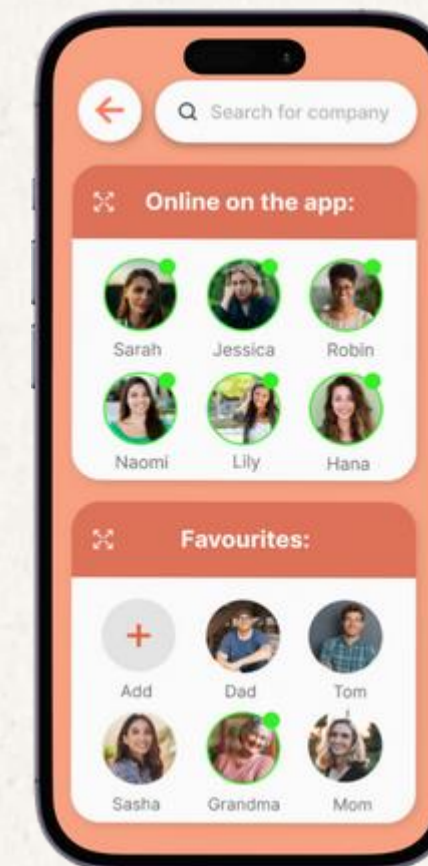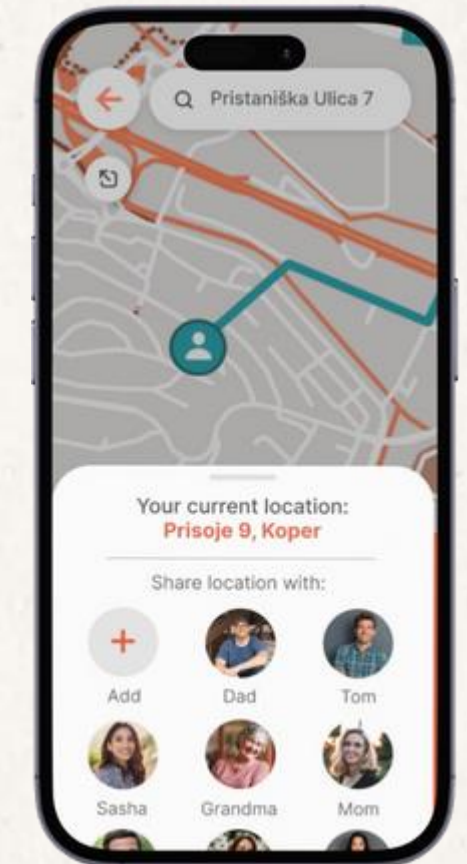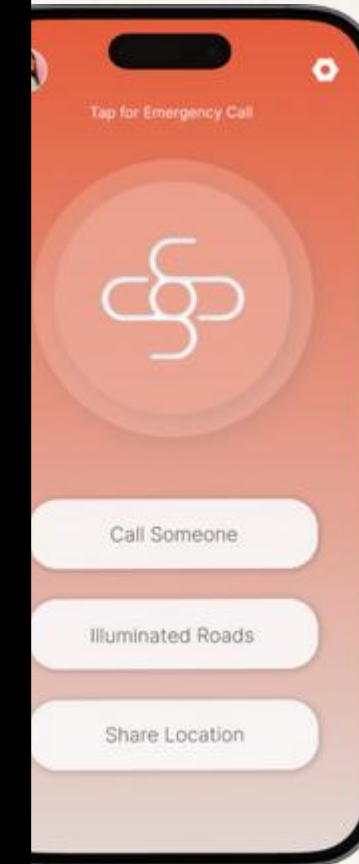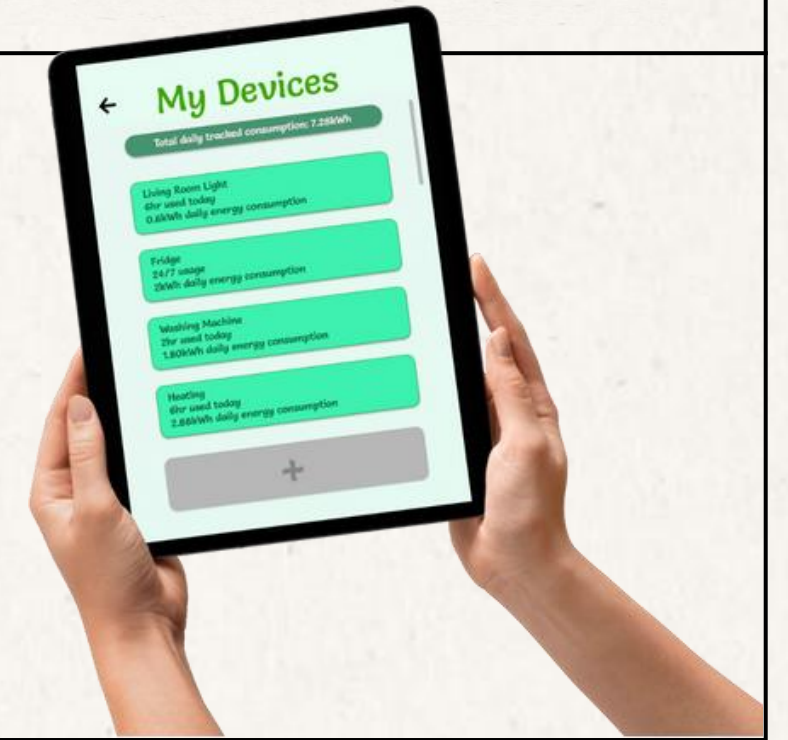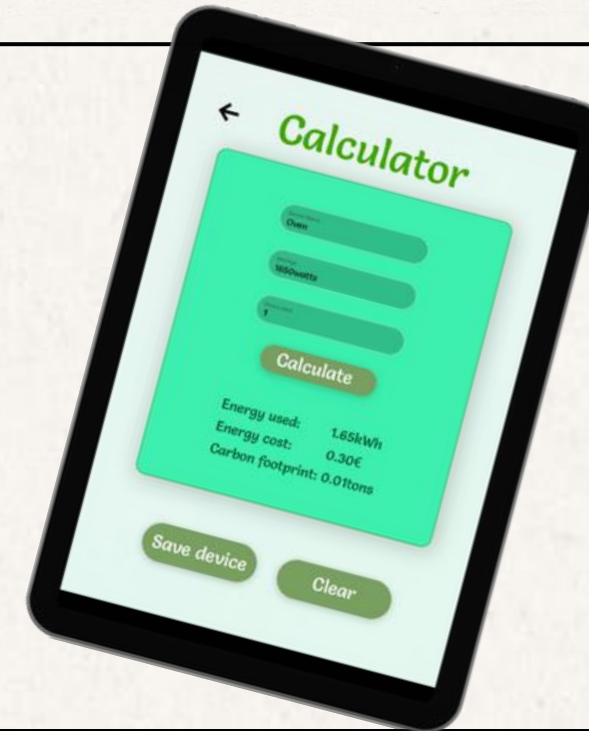
Key Features

- Emergency contact and location sharing functionality.
- Interactive map displaying well-lit routes for safer walking paths.

Important links

Click me

Energy Bank

About

Energy Bank is an app that helps users track and reduce their energy consumption. It offers monthly tips on energy saving, allows users to monitor device usage, and provides insights into their energy efficiency and carbon footprint.

Key Features

– Energy–saving tips delivered monthly.
– Ability to track energy consumption for multiple devices.
– Insights into energy usage trends and carbon footprint.

Design

Created wireframes and a mid–fidelity prototype in Figma. Testing was conducted with users aged 25–40, which led to adjustments in the app's navigation and functionality.
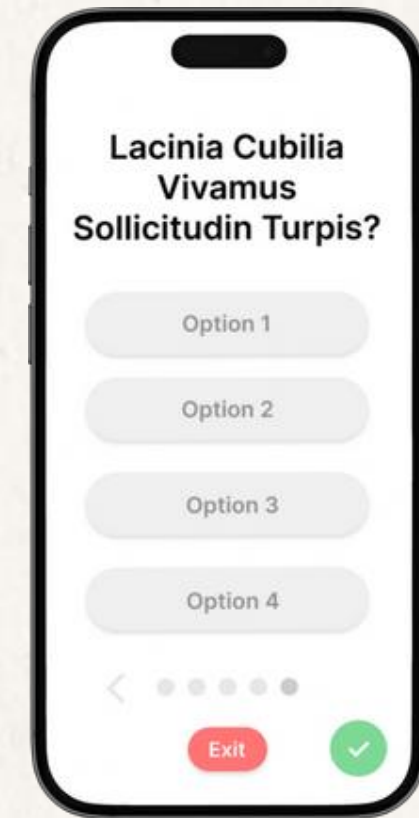
Important links

Learning Point

About

Learning Point is an educational app designed to help users of all ages improve their reading and listening comprehension. The app includes features such as customizable reading materials, comprehension quizzes, and personal vocabulary building.

Design

First created low–fidelity prototype. Then created prototypes in Figma and refined them based on user feedback from testing with university students (ages 19-24). Finally, developed high-fidelity prototype.

Key Features

– Reading and listening comprehension exercises.
– Personal dictionary for commonly unknown words.
– Quizzes to test user comprehension after each reading/listening session.

Important Links
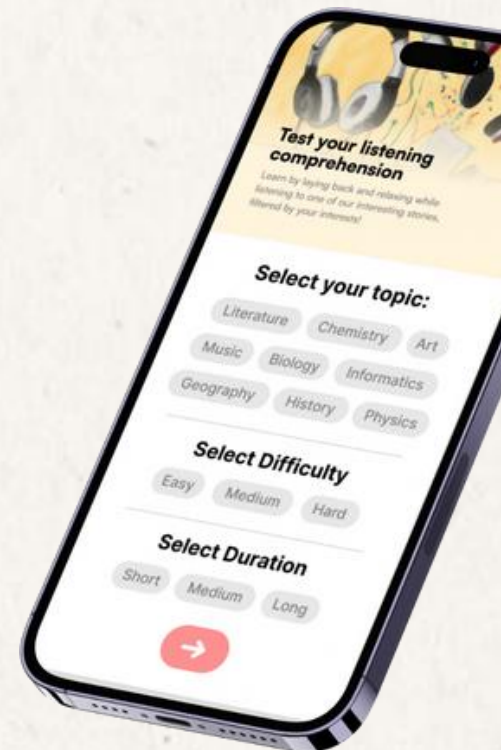
The end.

Thank you for taking your time to look at my **portfolio!**