

Matija Fućek

Graphic Designer

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mfucek.tk

EXPERIENCE

Mundus ————— Designer

Aug 2017 - Sep 2021

As a founder in this startup, I was exposed to many facets of design, from packaging design, branding to web and mobile interface design.

CircuitMess ————— Designer

Jul 2017 - May 2020

A startup that makes learning tech easy for kids and adults alike through DIY kits. I mostly designed for physical media here, but also had a few digital projects such as designing a web portal for their community.

Freelancing ————— Designer

Jan 2017 - Today

Since I started working in design, I worked on many different gigs, mostly web-design related.

Personal Projects

I also worked on numerous design related personal projects, some of which can be found on my online portfolio:

<https://www.mfucek.tk/>

EDUCATION

1st year undergraduate, Computer Science, FER

Faculty of Electrical Engineering and Computing, University of Zagreb

since Oct 2020

SKILLS

UI / UX Design

Wireframing & Prototyping

A / B Testing

3D & 2D design

Motion Graphics

Web Development (ReactJS, Typescript)

PERSONAL SKILLS

Creativity

Collaboration

Fast learner

Team player

PROFICIENCIES

Creative



Development



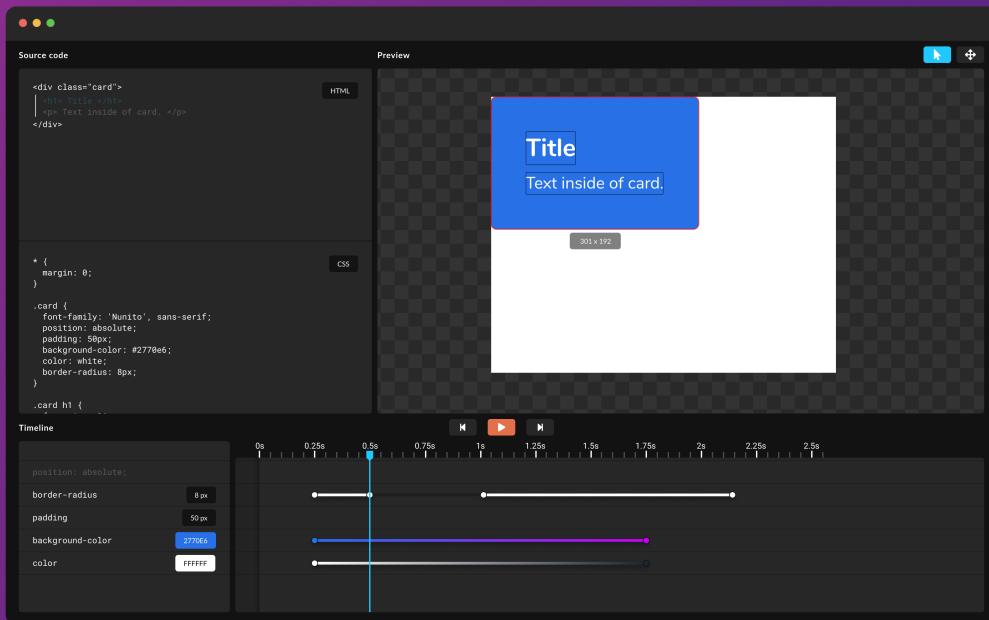
LANGUAGES

English, Croatian

CSS Animation Editor

2020

Desktop / Web App Concept



A vision of what a visual tool for making CSS animations could look like.

The screenshot shows the same interface as above. A note in the center states: "What you write is what you see. Copy and paste or write right within the app. Whatever written, is easily visible in the adjacent panel." To the right is a preview of the blue card with "Title" and "Text inside of card." The preview has a resolution of 301x192.

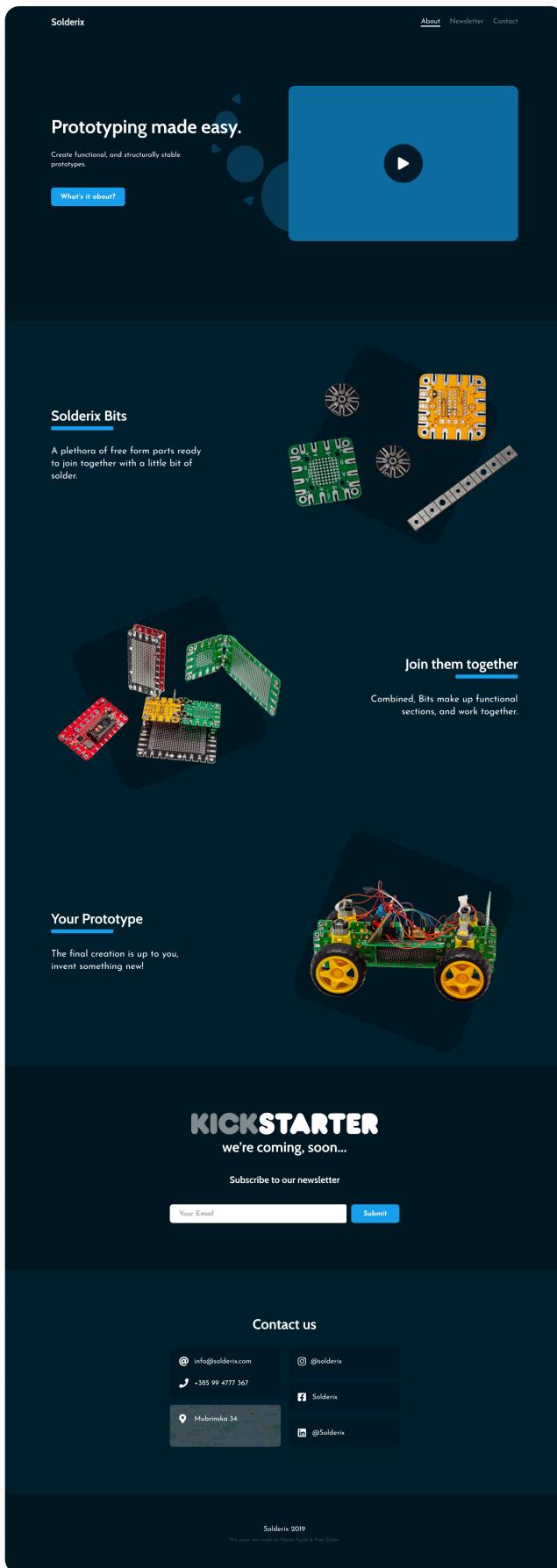
The screenshot shows the interface with a note: "No need to reinvent the wheel. Inspiration came from popular motion graphics software, so the layout should be familiar and the app easy to use." Below the note is a close-up view of the Timeline panel, showing the four keyframes for the `border-radius` property.

The screenshot shows the interface with a note: "Simplicity is key. The most important part of envisioning a new tool is to make sure not to overcomplicate it." Below the note is a simplified view of the interface showing the "DOM (HTML, CSS)" and "Preview" panels.

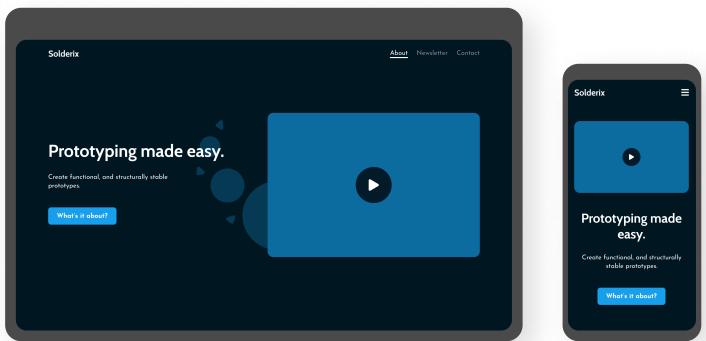
Solderix

2020

Landing Page



The landing page features a dark blue background with white text and graphics. At the top, there's a navigation bar with links to 'About', 'Newsletter', and 'Contact'. Below this, a large video player placeholder with a play button is centered. To its left, the text 'Prototyping made easy.' is displayed, followed by a subtext 'Create functional, and structurally stable prototypes.' and a 'What's it about?' button. In the center, there's a collection of electronic components labeled 'Solderix Bits', described as 'A plethora of free form parts ready to join together with a little bit of solder.' Below this, another section shows various bits joined together, with the text 'Join them together' and 'Combined, Bits make up functional sections, and work together.' At the bottom, there's a 'Your Prototype' section featuring a small image of a robot-like prototype and the text 'The final creation is up to you, invent something new!'. The bottom-most part of the page includes a 'KICKSTARTER' section with the text 'we're coming, soon...', a newsletter sign-up form with fields for 'Your Email' and 'Submit', and a 'Contact us' section with social media links and a map.



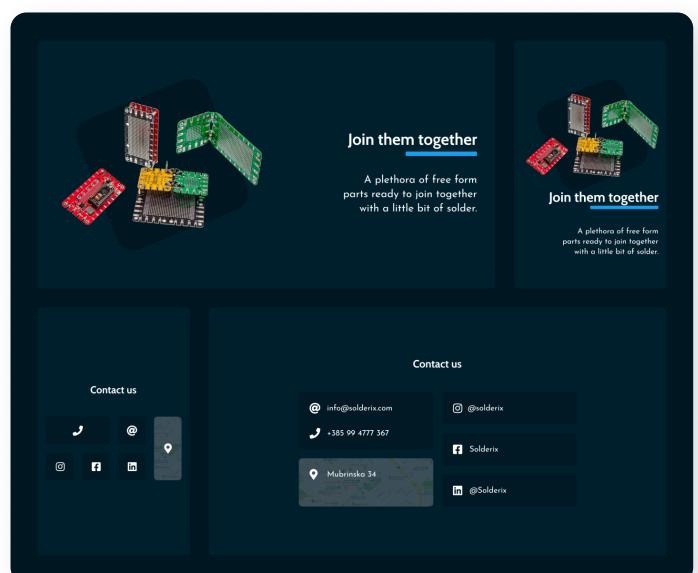
Solderix is a product where Lego meets Electronics.

Minimal

My task was to create a landing page that would convey the simplicity behind the product through a minimal design.

Responsive Design

Be it on mobile or desktop, the page flows and adapts to any screen size thanks to carefully designed components.

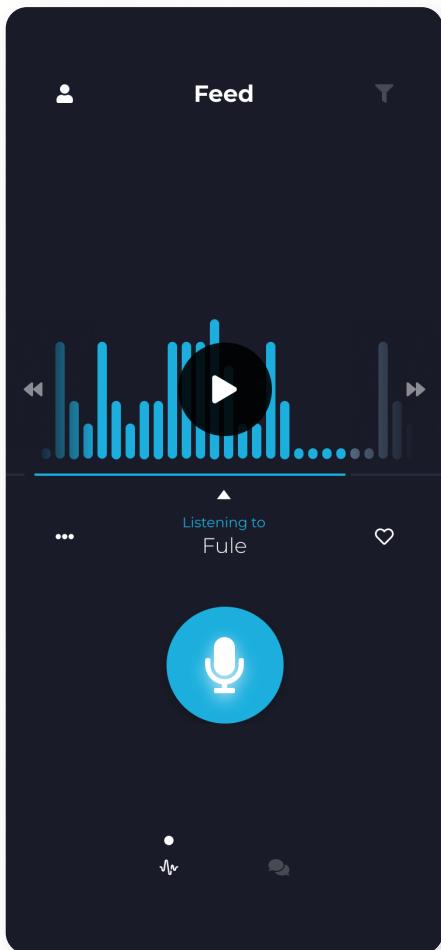


The responsive design version of the landing page is shown across three devices: a smartphone, a tablet, and a desktop monitor. The layout is consistent across all devices, maintaining the dark blue theme and white text. The 'Prototyping made easy.' section, 'Join them together' sections, and 'Contact us' section are all present and adapt to the screen size of each device. The overall aesthetic remains clean and minimalist.

Megafon

Mobile App

2021



MVP UI

After settling on the team settled on the best flow, I drew up the Color theme, basic components, and picked out the typography.

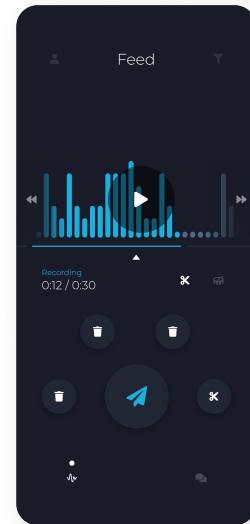
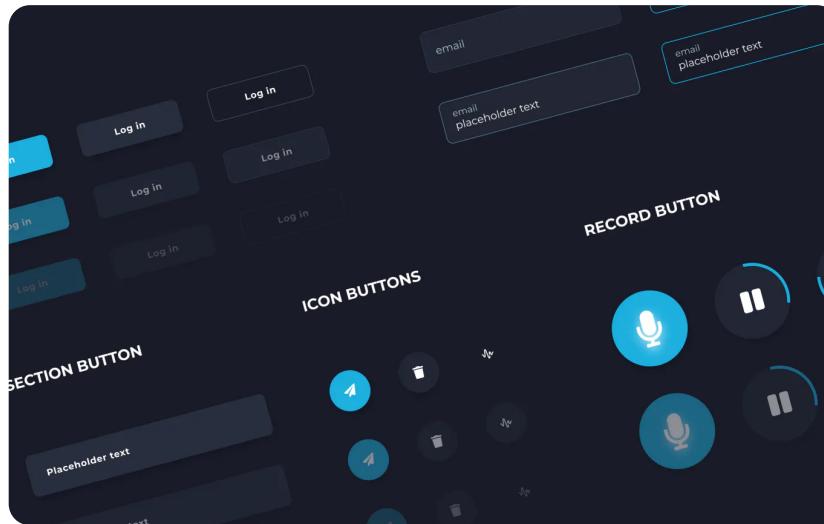
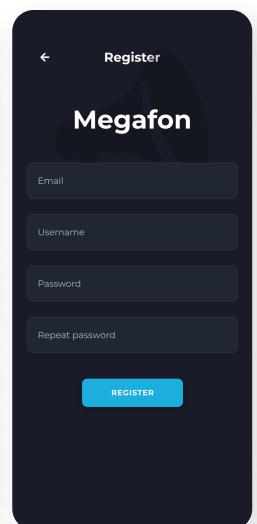
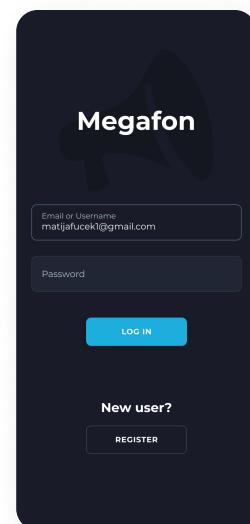
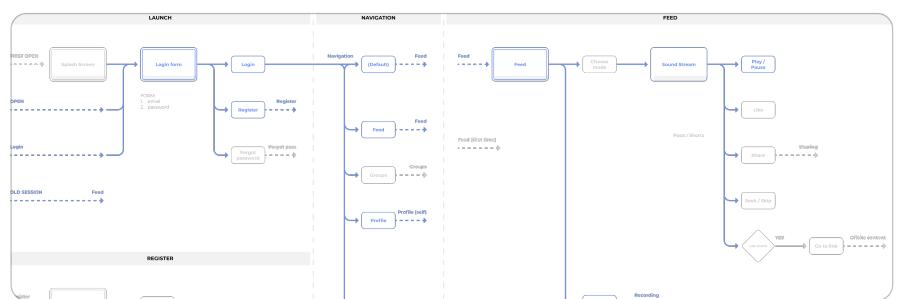
Megafon is an audio-based social network.

UX & User Journey

As the first part of the design process I plotted out the user journey. The focus was on having the user input be as minimal as possible.

Wireframing

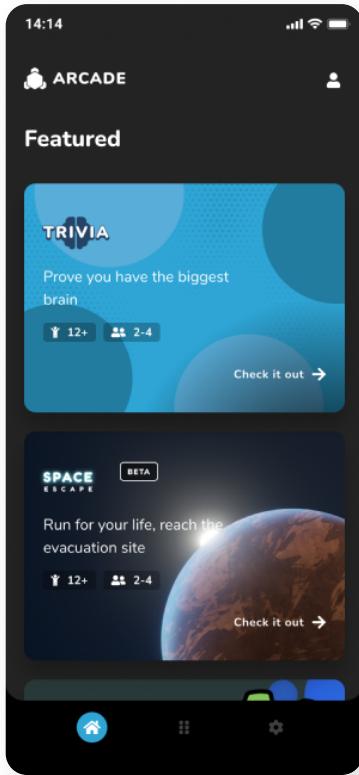
After drawing up some sketches I put them into numerous iterations of low-fidelity wireframes.



Mundus Arcade

2021

Mobile App



Mundus is a console for tabletop games.

The idea is to pair up the board with an app, choose a game, and let the mobile app do all the processing.

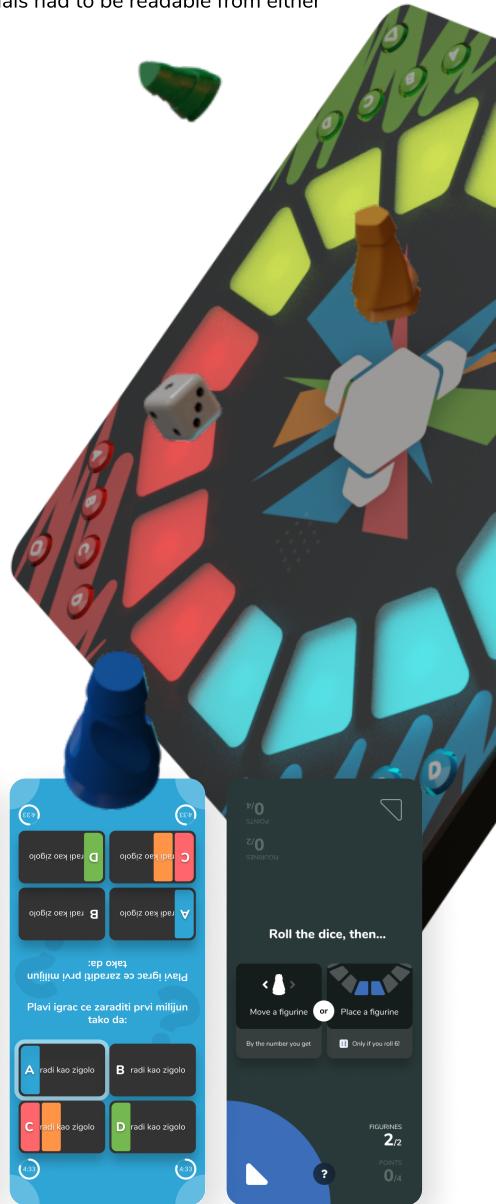
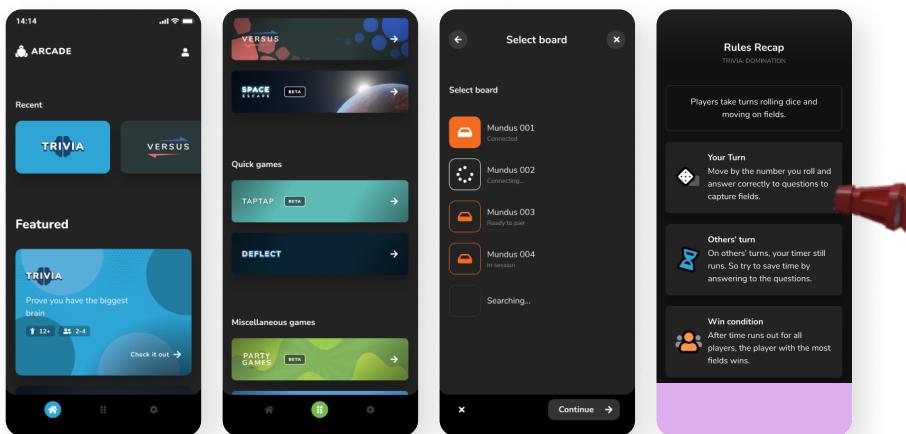
Unique Constraints

While designing these games, a unique constraint rose up. By the nature of board games, people often sit across from each other, and so the visuals had to be readable from either side.

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Menu & Pairing



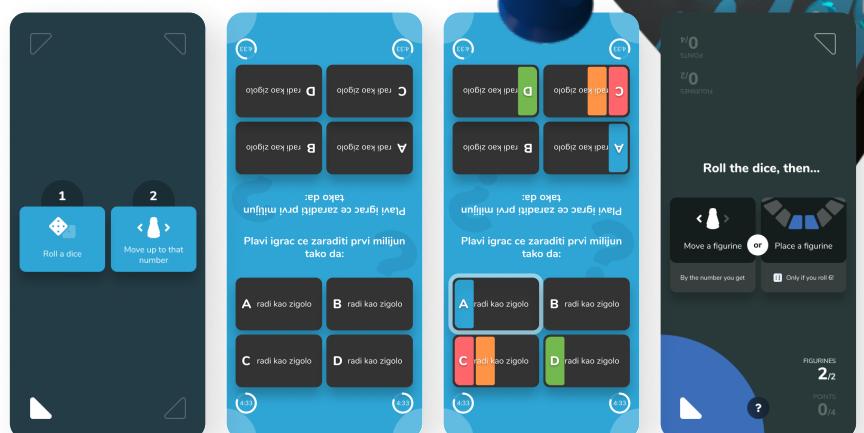
6 Different Games

Three.JS

ThreeJS and Blender were also used for making 3D elements.

Lottie

To breathe life into the games, I used After Effects with Lottie to make different animated elements.



CircuitMess World

Web Community Portal

2019

The screenshot shows the 'Creations' section of the website. At the top, there's a search bar and a 'Search' button. Below it, a sidebar on the left lists categories: 'Ringo' (selected), 'Any Type', 'Hardware', 'Games', and 'Applications'. A 'Trending' section on the right shows several projects: 'Archebone' (Arduino), 'Grimreign' (Hardware), 'Getting Started Guide' (Hardware), 'Crush of Liberty' (Hardware), 'Metal Agent' (Hardware), 'Titon Survival' (Hardware), and 'Incoming Rocks!' by Rasheed Smith. The 'Incoming Rocks!' project has a detailed description: 'In this sketch you can find real world examples of something important to your device programming.' It also includes a download link for the 'Arduino Code' and 'Source Sketch'.

Project Page

This screenshot shows the detailed view of the 'Incoming Rocks!' project. It features a large image of a circuit board being soldered. Below the image, there are two download buttons for '.INO' and '.CB' files. The project summary states: 'Players team up in groups called companies to build and sail their own ships and crew them with other players or computer-controlled crewmembers.' The author is listed as 'Albert Gajšak'.

Build Guide Chapters

This screenshot shows the 'Assembling your Ringo kit' chapter of a build guide. It includes a main image of the kit and a list of chapters: 'Introduction' (0/1 lessons), 'Meet the tools' (0/1 lessons), 'Assembly #1' (0/12 lessons), and 'Assembly #2' (0/10 lessons). There are also 'Reset Tracking' and 'Like' buttons.

CircuitMess World is a place for creators and educators to share their passion for tinkering with hardware.

It's a portal where any user can upload and show off their creations, as well as a blog CMS for making build guides.

The design was based off [CircuitMess branding](#) that Infinum did back in 2019

User Page

This screenshot shows the user profile of 'Matija Fucek'. It displays a profile picture, a bio message, and statistics: 28 Projects, 2 Guides, 28 Comments, and 7 Badges. Below this, there are sections for 'Tracked Guides', 'Badges', 'Guides', 'Creations', 'Likes', and 'Your Devices'. The 'Badges' section shows three earned badges: 'Projectant' (20+ projects), 'Mentor' (giving feedback 100 times), and 'Learner' (joined the community).

Single Chapter View

This screenshot shows the 'Incoming Rocks!' chapter in single view mode. It includes a table of contents with numbered steps: 1. Getting Started, 2. First 3D Model - Robot's Servo Motor, 3. Heading, 4. Heading, and 5. Heading. The 'Getting Started' step has a detailed description: 'Players team up in groups called companies to build and sail their own ships and crew them with other players or computer-controlled crewmembers.' Below the table of contents, there are 'Boxes' for 'Danger: Don't Try This!', 'Warning: Test the code!', and 'Good and Tested Tip'.