

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

PERSONAL SKILLS

Creativity

Collaboration

Fast learner

Team player

PROFICIENCIES

Creative



Development



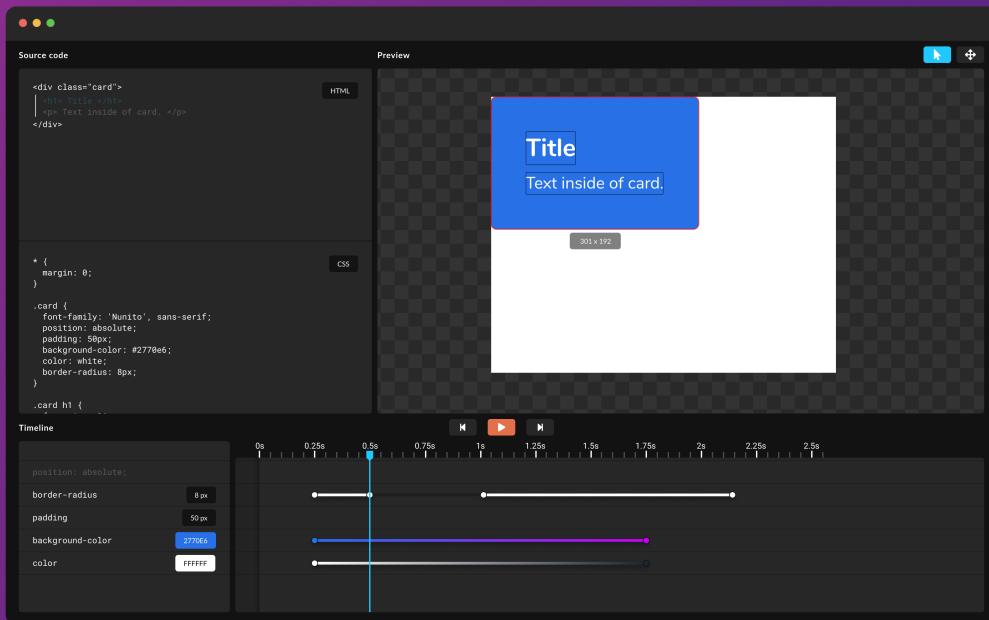
LANGUAGES

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 application interface. The 'Source code' panel now contains:

```
<div class="card">
  <h1> Title </h1>
  <p> Text inside of card. </p>
</div>

* {
  margin: 0;
}

.card {
  font-family: 'Nunito', sans-serif;
  position: absolute;
  padding: 50px;
  background-color: #2770e6;
  color: white;
  border-radius: 8px;
}

.card h1 {
```

The 'CSS' panel is identical. The 'DOM (HTML, CSS)' panel on the left is visible. The 'Preview' panel shows the same blue card. The 'Timeline' panel is also present at the bottom.

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.

The screenshot shows the application interface. The 'Source code' and 'CSS' panels are identical to the previous screenshots. The 'DOM (HTML, CSS)' panel is visible on the left. The 'Preview' panel shows the blue card. The 'Timeline' panel at the bottom is the primary focus, showing a timeline from 0s to 1s with three keyframes for 'border-radius', 'padding', and 'background-color'.

Simplicity is key.

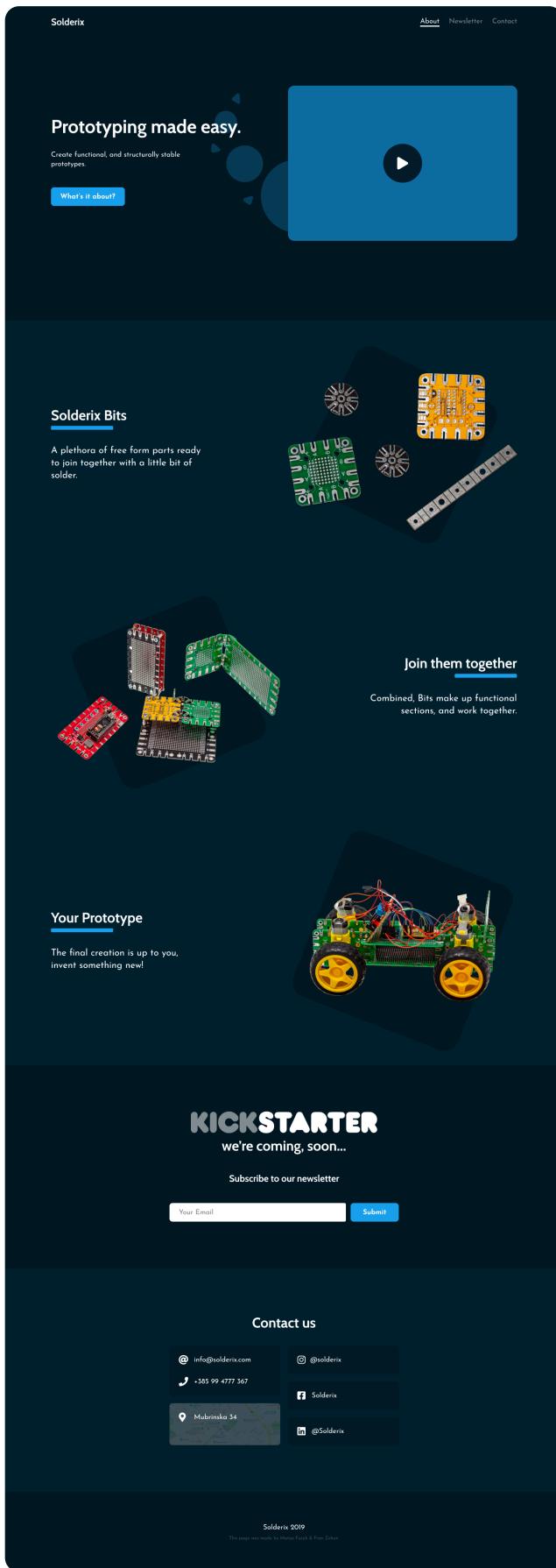
The most important part of envisioning a new tool is to make sure not to overcomplicate it.

This diagram illustrates the conceptual layout of the CSS Animation Editor. It features a large central area labeled 'Timeline' at the bottom. To the left of this central area is a vertical bar divided into two sections: 'DOM (HTML, CSS)' on top and 'Preview' on the bottom. This layout represents how the different components of the application interact and are presented to the user.

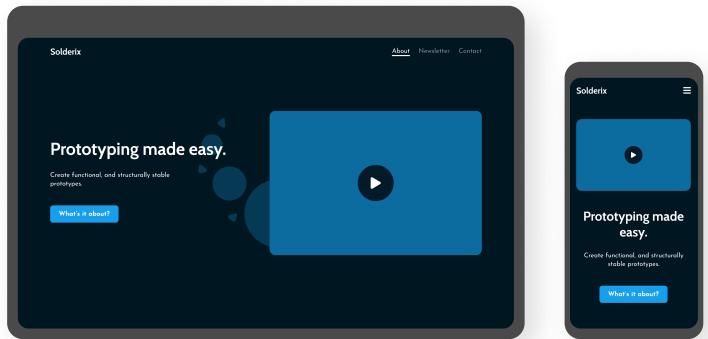
Solderix

2020

Landing Page



The landing page features a dark blue background with white text and graphics. At the top, it says "Prototyping made easy." and "Create functional, and structurally stable prototypes." Below this is a large blue play button icon. A "What's it about?" button is located at the bottom left. In the center, there's a section titled "Solderix Bits" showing various electronic components like breadboards and sensors. It includes the text "A plethora of free form parts ready to join together with a little bit of solder." and "Join them together". Below this is another section titled "Your Prototype" showing a completed robot car. It includes the text "The final creation is up to you, invent something new!" and "KICKSTARTER we're coming, soon...". A "Subscribe to our newsletter" form with an email input and "Submit" button is also present. At the bottom, there's a "Contact us" section with social media links and a map.



The mobile and tablet views show the same landing page content but scaled down. The "Prototyping made easy." section is prominent. The "Solderix Bits" and "Your Prototype" sections are also visible. The overall design is clean and minimalist, utilizing a dark theme with white and light blue elements.

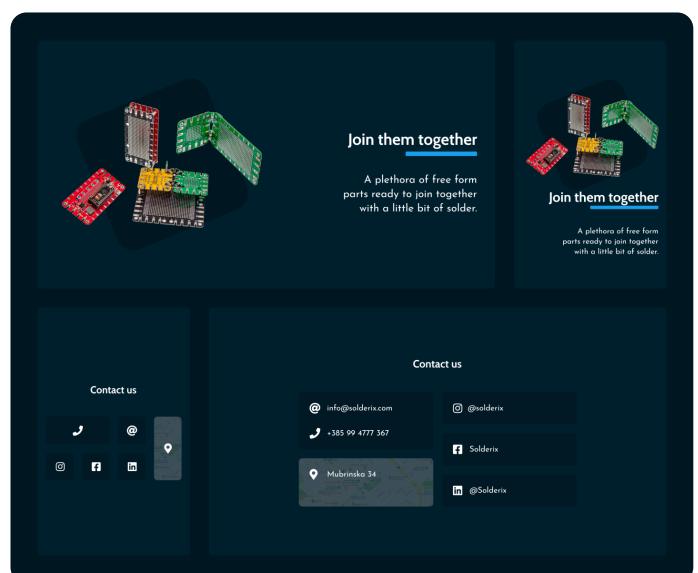
Solderix is a product where Lego meets Electronics.

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.

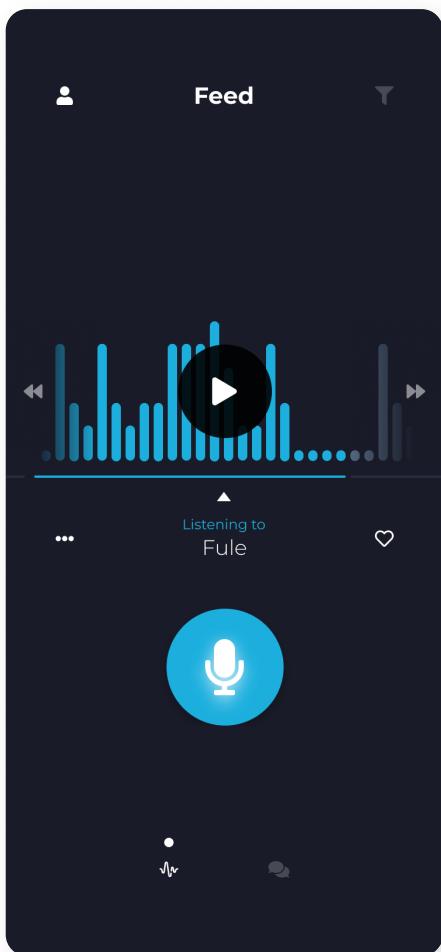


The responsive design version of the landing page maintains the same layout and content as the original but is optimized for smaller screens. The "Solderix Bits" and "Your Prototype" sections are more compact. The "Join them together" and "Subscribe to our newsletter" sections are also simplified. The overall aesthetic remains clean and minimalist, ensuring readability across all devices.

Megafon

Mobile App

2021



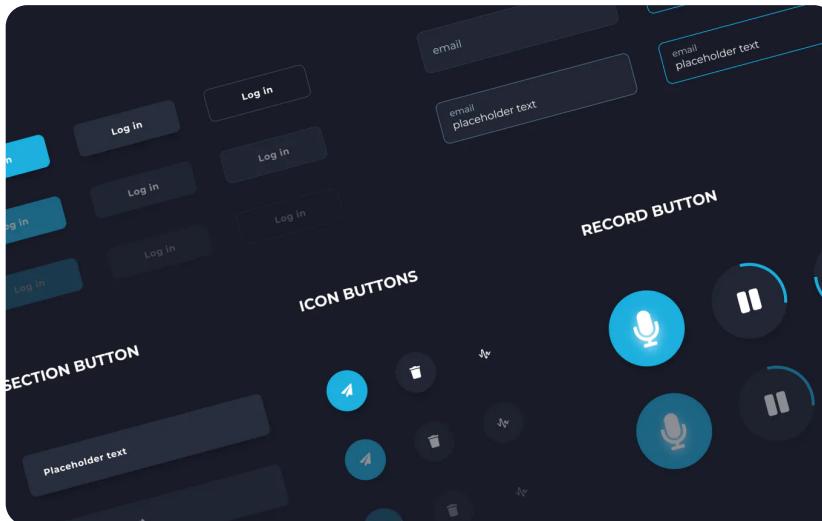
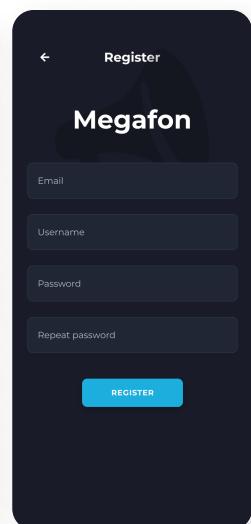
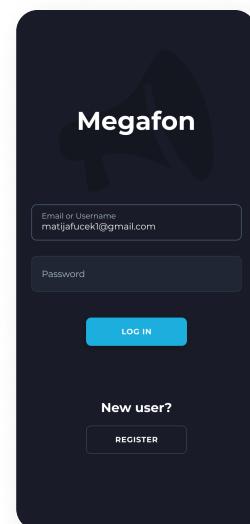
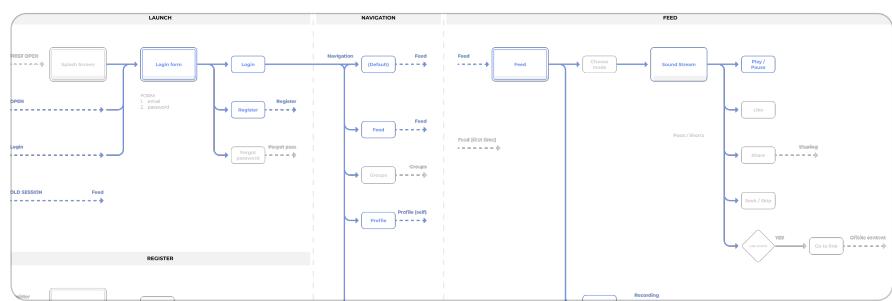
Megafon is an audio-based social network.

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

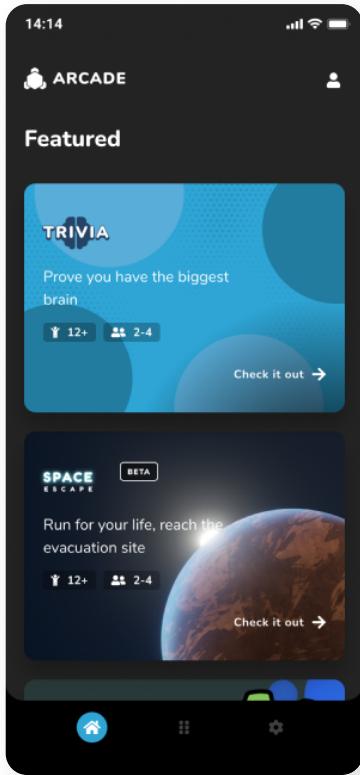
After drawing up some sketches I put them into numerous iterations of low-fidelity wireframes.



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.

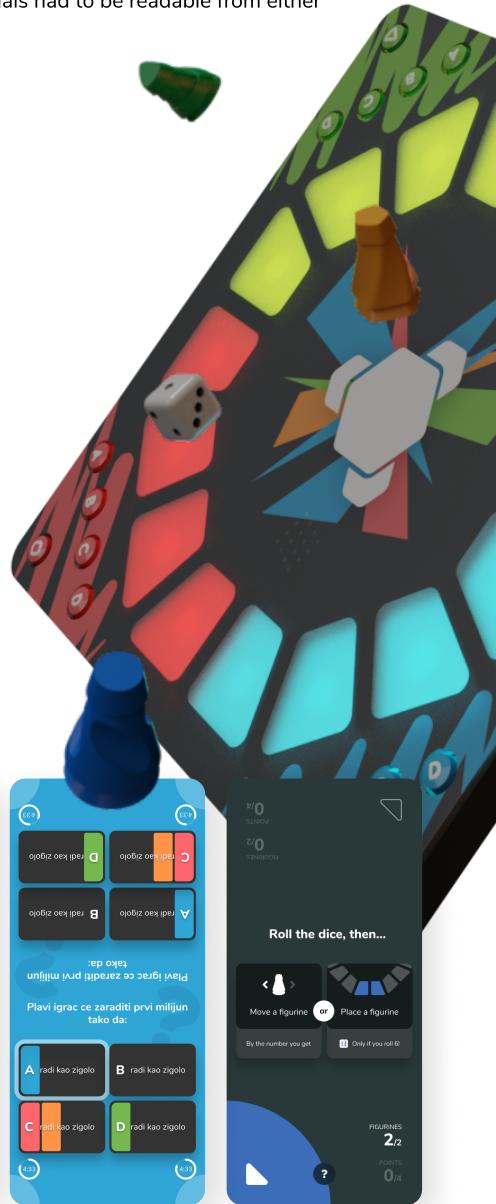
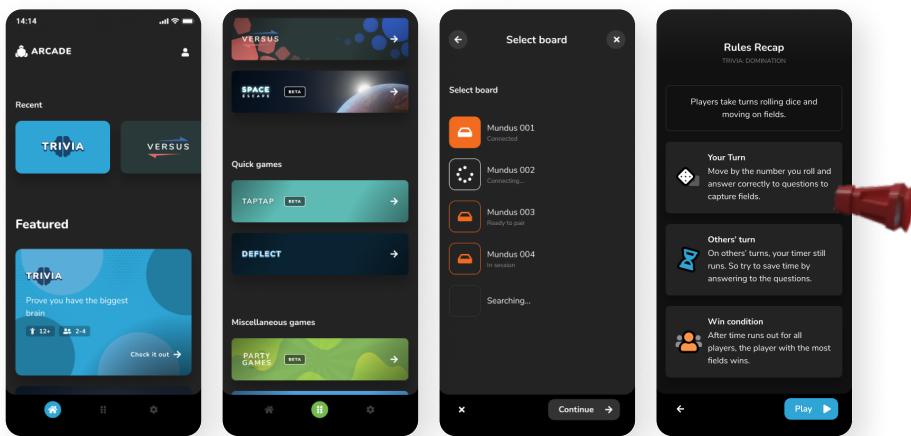
Unique Constraints

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



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.

6 Different Games



CircuitMess World

Web Community Portal

2019

The screenshot shows the homepage of the CircuitMess World web community portal. At the top, there are navigation links for 'Guides', 'Creations', and 'Forum'. A user profile for 'Albert Gajšak' is visible on the right. The main area features a 'Creations' section with several project cards. One card for 'Incoming Rocks!' by Rasheed Smith is highlighted, showing a thumbnail of a circuit board being soldered, a description, and stats: 1,324 views, 13h ago, 12,334 likes, and 13h ago. Other cards include 'Crush of Liberty', 'Metal Agent', and 'Titon Survival'. On the left, there's a sidebar with a 'Trending' section and a search bar.

Project Page

This screenshot shows a detailed view of a project titled 'Incoming Rocks!'. It includes a large thumbnail image of a circuit board being soldered, author information (Albert Gajšak), and project stats (1,324 views, 13h ago, 12,334 likes). Below the summary, there's a description of the project: 'Players team up in groups called companies to build and sail their own ships and crew them with other players or computer-controlled crewmembers.' There are also sections for 'Files' (containing .INO and .CB files) and 'Discussion'.

Build Guide Chapters

This screenshot displays a build guide chapter titled 'Assembling your Ringo kit'. It features a thumbnail image of the Ringo kit, a description, and a tracking button. Below the main content, there's a 'Chapters' section with five categories: 'Introduction' (with a 'Computer' sub-section), 'Meet the tools', 'Assembly #1', 'Assembly #2', and 'Finishing Touches'. Each category has a small thumbnail and a 'View' button.

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 a user profile for 'Matija Fucek'. It includes a profile picture, a bio, and stats: 28 projects, 2 guides, 28 comments, and 7 badges. Below the stats, there are sections for 'Trendy Guides', 'Badges', 'Guides', 'Creations', 'Likes', and 'Your Devices'. The 'Badges' section lists three badges: 'Projectant' (earned by posting more than 20 projects), 'Mentor' (earned by giving feedback in comments more than 100 times), and 'Learner' (earned by learning from others).

Single Chapter View

This screenshot shows a single chapter view for the 'Incoming Rocks!' project. It features 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. To the right, there's a detailed description of the project, sections for 'Boxes' (with tips like 'Danger: Don't try this!', 'Warning: Freeze the coolant!', and 'Good and Experienced Tip'), and a 'Images' section with a 'Gallery' button.