

Matija Fućek

Graphic Designer

Zagreb, Croatia
+385 99 4777 367
matijafucek1@gmail.com

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



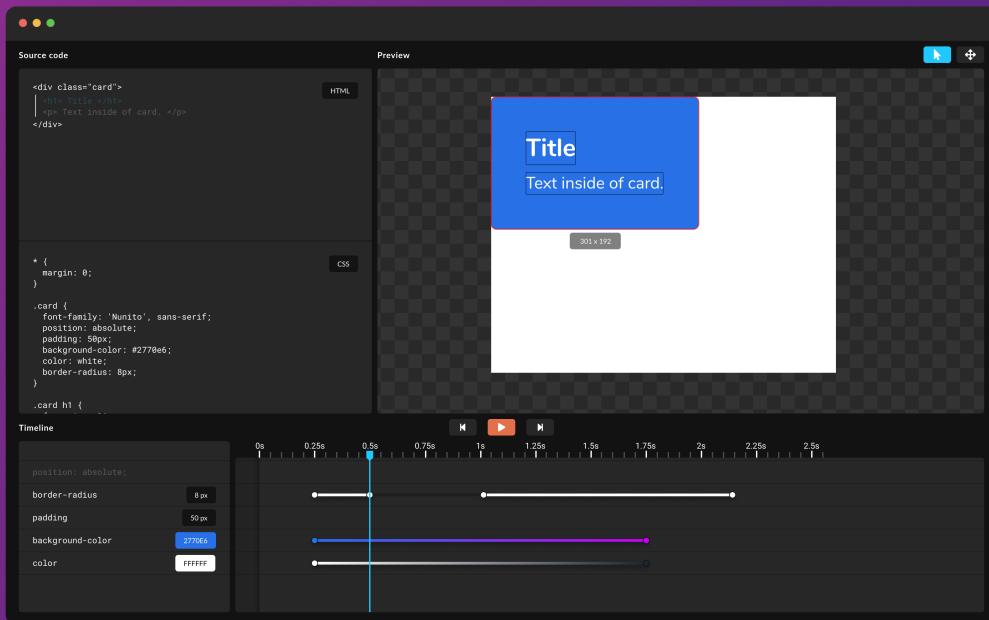
LANGUAGES

English, Croatian

CSS Animation Editor

2020

Desktop / Web App Concept

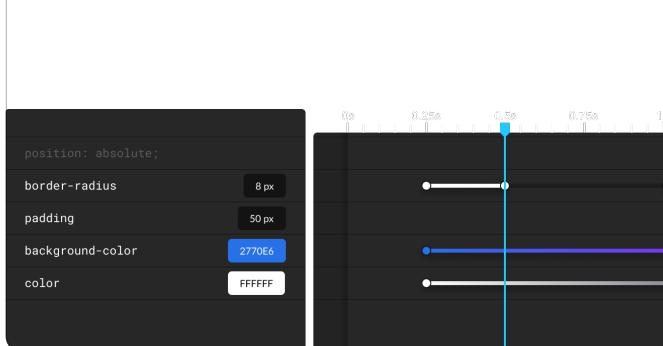


A vision of what a visual tool for making CSS animations could look like.

The screenshot shows the same application window. The "Source code" panel is identical to the first one. The central area is a large white space with the text "What you write is what you see." in bold black font. Below it, smaller text reads "Copy and paste or write right within the app. Whatever written, is easily visible in the adjacent panel." To the right is the "Preview" panel showing the blue card.

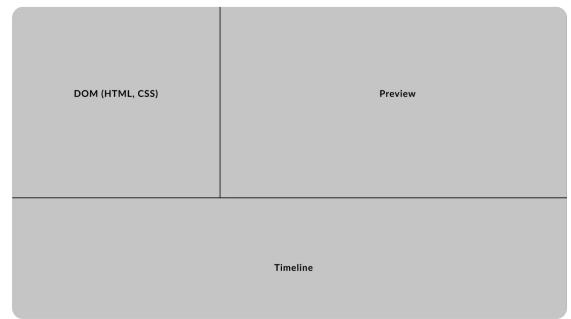
No need to reinvent the wheel.

Inspiration came from popular motion graphics software, so the layout should be familiar and the app easy to use.



Simplicity is key.

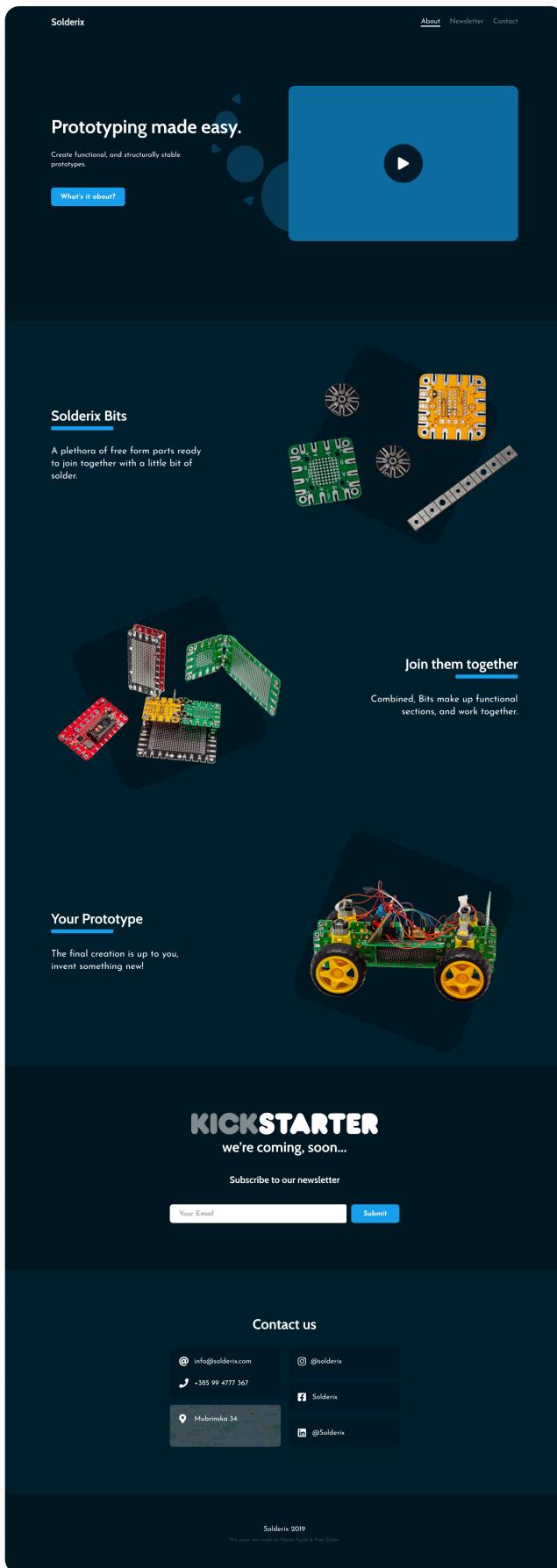
The most important part of envisioning a new tool is to make sure not to overcomplicate it.



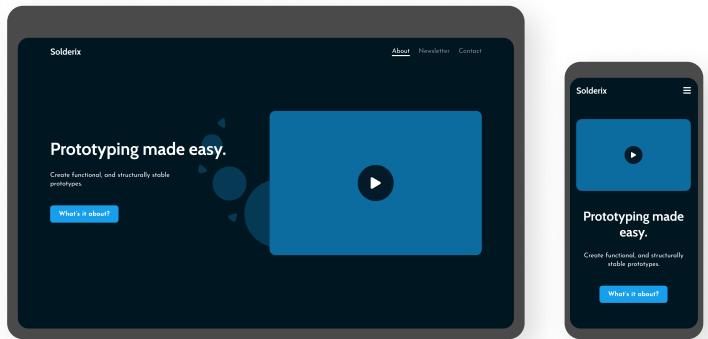
Solderix

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.' To the right, a small image shows various bits joined together. Below this section, another collection of bits is shown with the text 'Join them together' and the subtext 'Combined, Bits make up functional sections, and work together.' A final section at the bottom is titled 'Your Prototype' with the subtext 'The final creation is up to you, invent something new!' and an image of a completed robot prototype.



This image shows the responsive design of the landing page across different devices. On the left is a tablet displaying the main content area with the video player and component sections. On the right is a smartphone showing a simplified version of the same content, with the 'What's it about?' button visible.

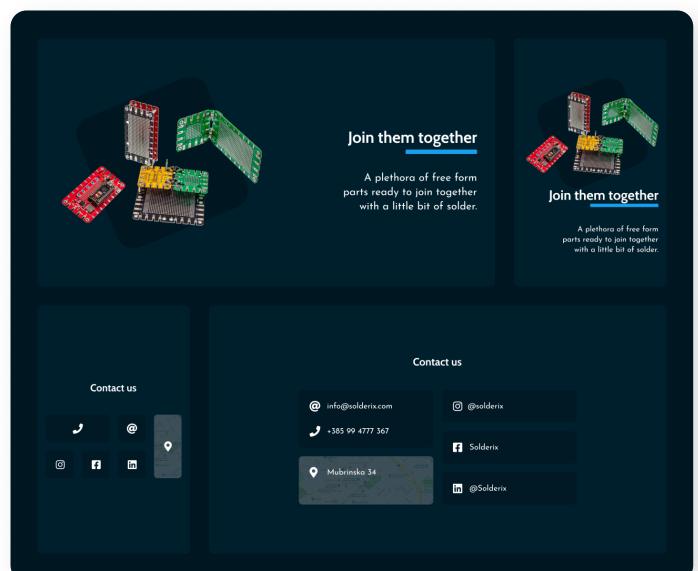
Solderix is a product where Lego meets Electronics.

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.

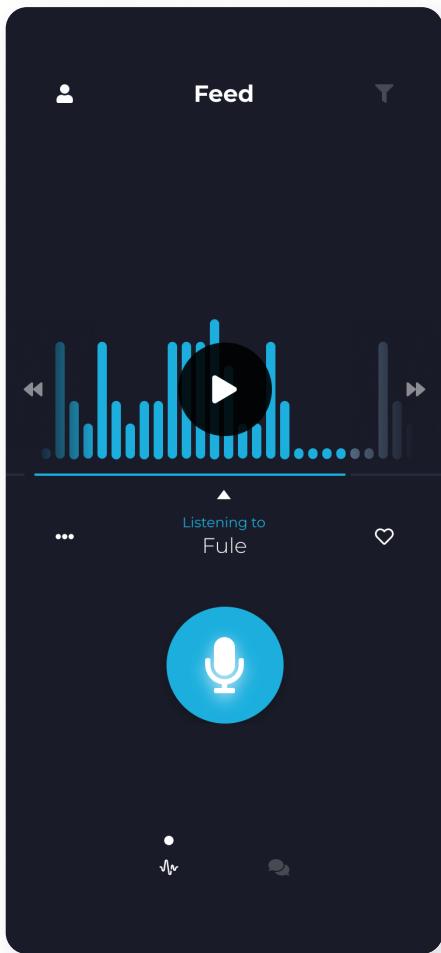


This image shows the refined landing page design on mobile and tablet devices. The layout is more compact and focused compared to the original. The central video player and component sections are present, along with the 'Join them together' and 'Your Prototype' sections. The overall aesthetic is cleaner and more modern.

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.

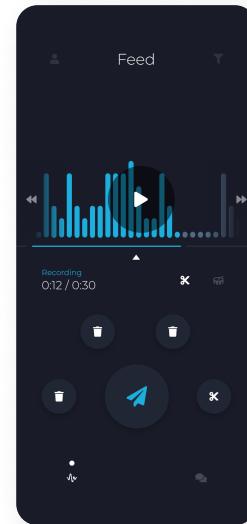
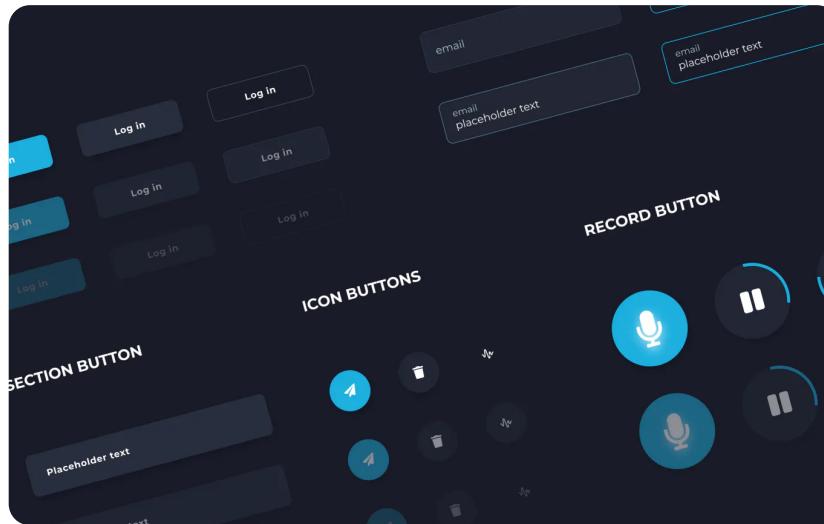
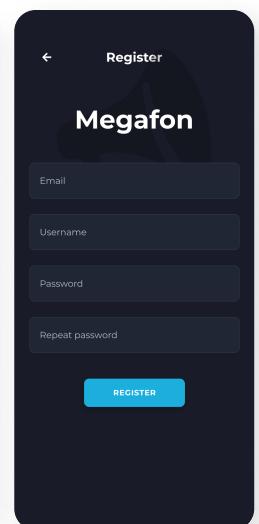
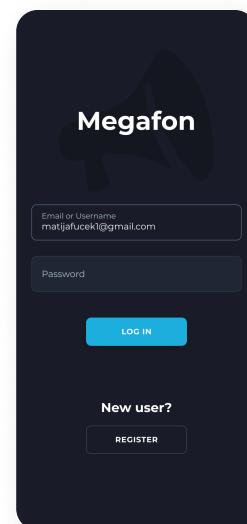
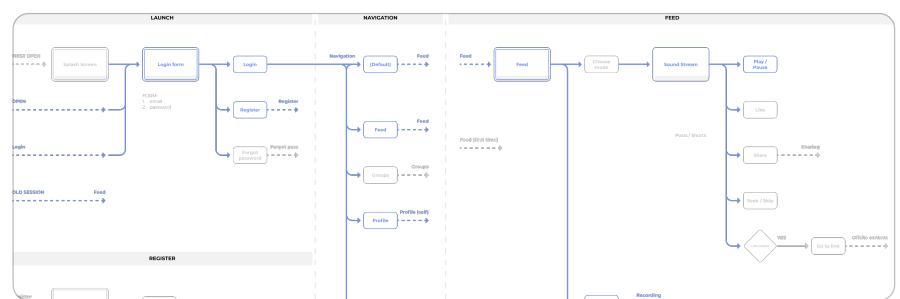
Megafon is an audio-based social network.

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

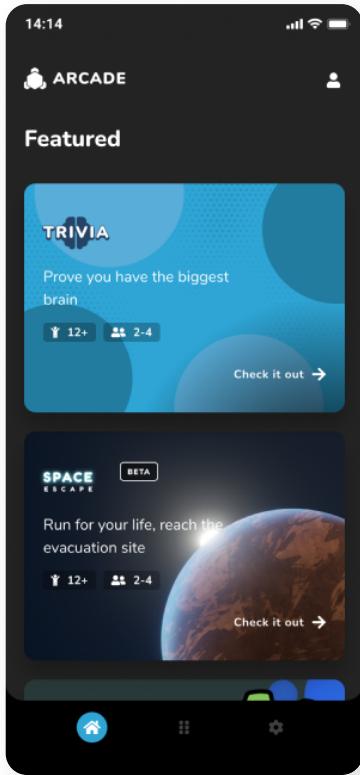
After drawing up some sketches I put them into numerous iterations of low-fidelity wireframes.



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.

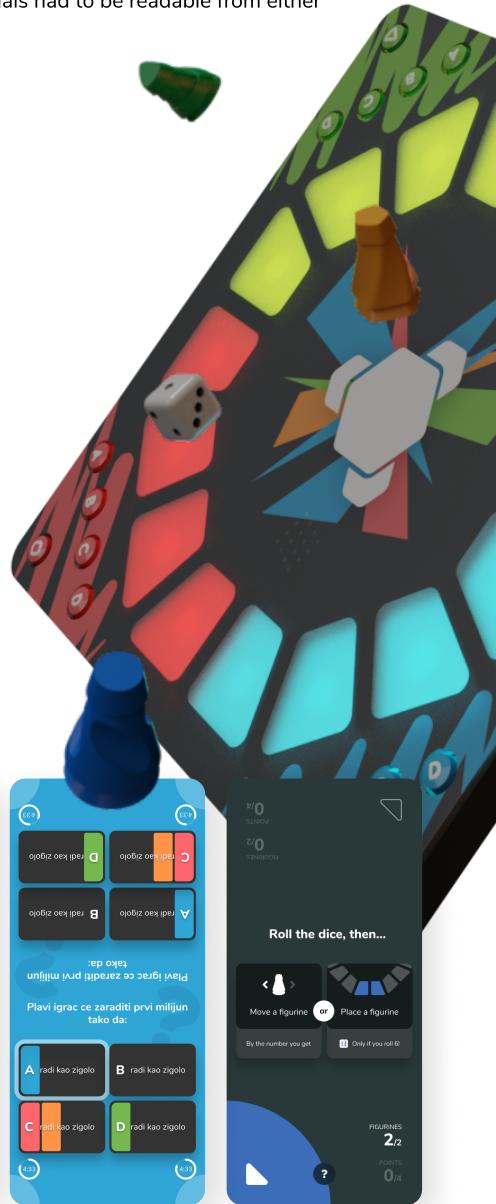
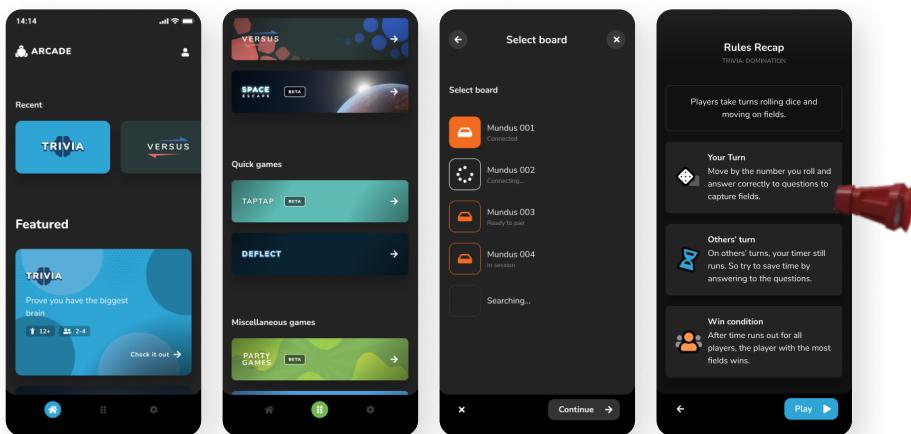
Unique Constraints

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.

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.

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' (image of a breadboard with components), 'Grimreign' (image of a circuit board being soldered), 'Getting Started Guide' (image of a breadboard with a microcontroller and sensors), 'Crush of Liberty' (gray placeholder), 'Metal Agent' (gray placeholder), 'Titon Survival' (gray placeholder), 'Incoming Rocks!' by Rasheed Smith (image of a circuit board with a soldering iron), and 'Fear and Rage' (red placeholder). The top navigation bar includes links for 'Guides', 'Creations', 'Forum', and a user profile for 'Albert Gajšak'.

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

This screenshot shows the project page for 'Incoming Rocks!'. It features a large image of a circuit board with a soldering iron. Below the image, the title 'Incoming Rocks!' is displayed along with the author's name, Albert Gajšak, and a blue 'Project' badge. The page includes sections for 'Files' (containing '.INO' and '.CB' files), 'Discussion', and 'More from Author'. The top navigation bar is identical to the one in the Creations page.

The user page for Matija Fucek shows his profile picture, a blue 'Project' badge, and his bio: 'Hello to anyone reading this Anyway I'm trying my best to invent new things, and share them with the world. You can check my creations under the posts tab thanks for the support.' Below this, it displays his stats: 28 Projects, 2 Guides, 28 Comments, and 7 Badges. A 'View Page as Visitor' button is also present. The top navigation bar is consistent with the other pages.

This screenshot shows the 'Build Guide Chapters' page for 'Assembling your Ringo kit'. It features a main heading 'Assembling your Ringo kit' with a corresponding image of a breadboard with a microcontroller. Below the heading, a paragraph of text describes the project. At the bottom, there are two buttons: 'Reset Tracking' and 'like'. The bottom section is titled 'Chapters' and contains four cards: 'Introduction' (0/1 lessons), 'Meet the tools' (0/1 lessons), 'Assembly #1' (0/12 lessons), and 'Assembly #2' (0/10 lessons). The top navigation bar is identical to the others.

The 'Single Chapter View' for 'Incoming Rocks!' shows 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, the first chapter 'Getting Started' is expanded, showing its content: '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 this, the 'Incoming Rocks!' project summary is repeated. The bottom section is titled 'Boxes' and contains three items: 'Danger: Don't Try This!', 'Warning: Test the code!', and 'Good and Tested Tip!'. The top navigation bar is consistent with the other pages.