

Matija Fućek

Graphic Designer

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mfucek.tk

EXPERIENCE

Sportening — Product Designer

Aug 2017 - May 2022

Design Systems

Mundus — Designer / Developer

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

2nd 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



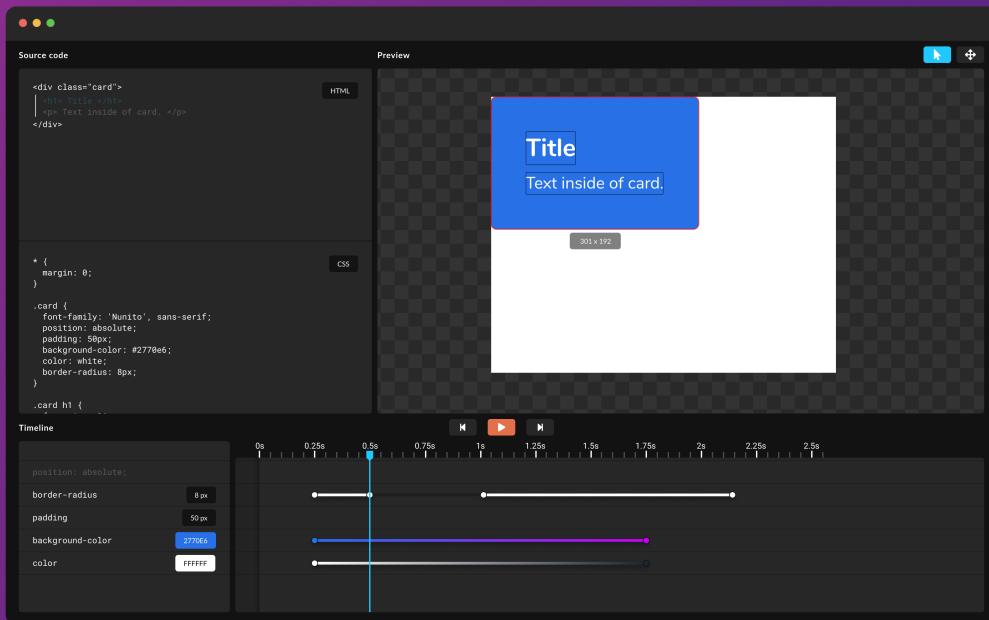
LANGUAGES

English, Croatian

CSS Animation Editor

2020

Desktop / Web App Concept

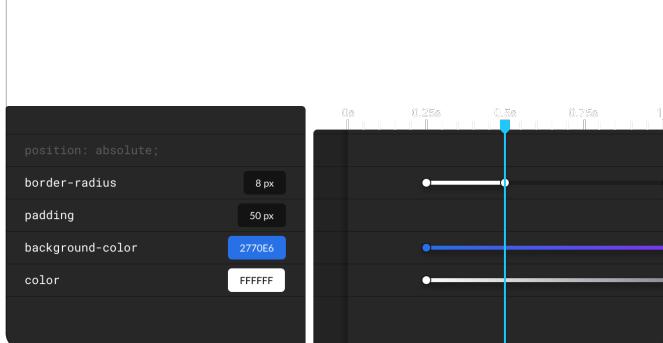


A vision of what a visual tool for making CSS animations could look like.

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.

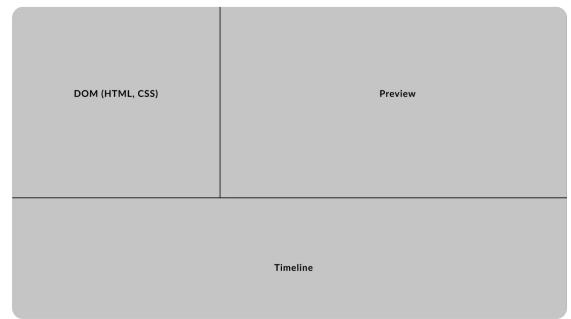
No need to reinvent the wheel.

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.



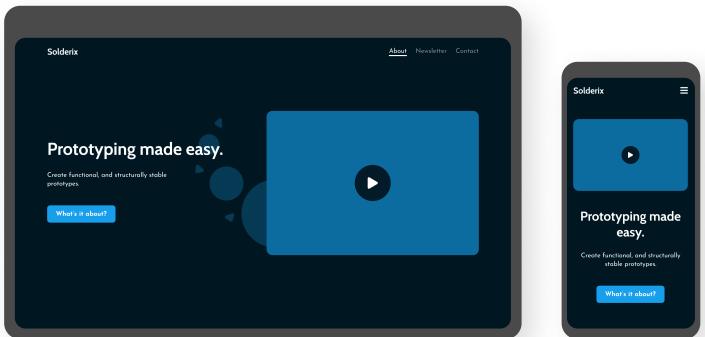
Solderix

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'. A large video player placeholder with a play button is centered above the main content area. Below it, the tagline 'Prototyping made easy.' is displayed, followed by a subtext: 'Create functional, and structurally stable prototypes.' A 'What's it about?' button is located here. The central part of the page shows various electronic components like breadboards, resistors, and a microcontroller board. Below these, a section titled 'Solderix Bits' shows more components with the subtext: 'A plethora of free form parts ready to join together with a little bit of solder.' A 'Join them together' button is present. Further down, a section titled 'Your Prototype' shows a completed robot car with the subtext: 'The final creation is up to you, invent something new!' A 'KICKSTARTER' section follows, with the tagline 'we're coming, soon...' and a 'Subscribe to our newsletter' form. The form includes a 'Your Email' input field and a 'Submit' button. At the bottom, there's a 'Contact us' section with social media links (Twitter, Facebook, LinkedIn) and a map showing the address 'Mubrinka 34'.



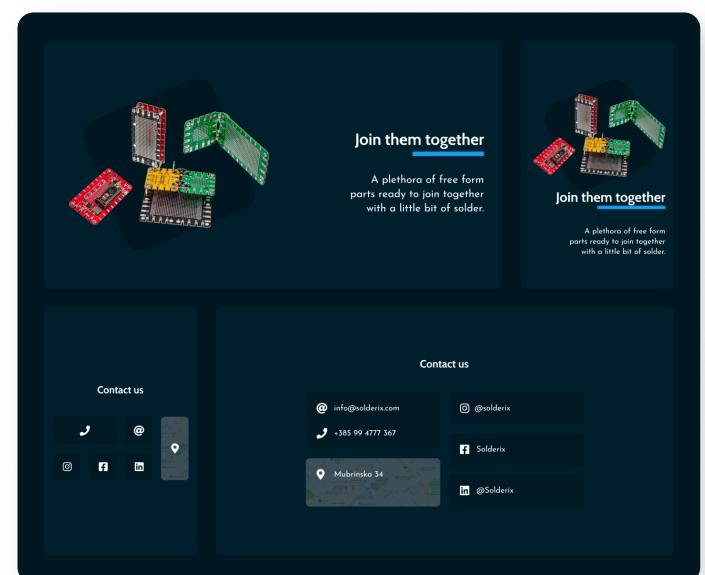
Solderix is a product where Lego meets Electronics.

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.

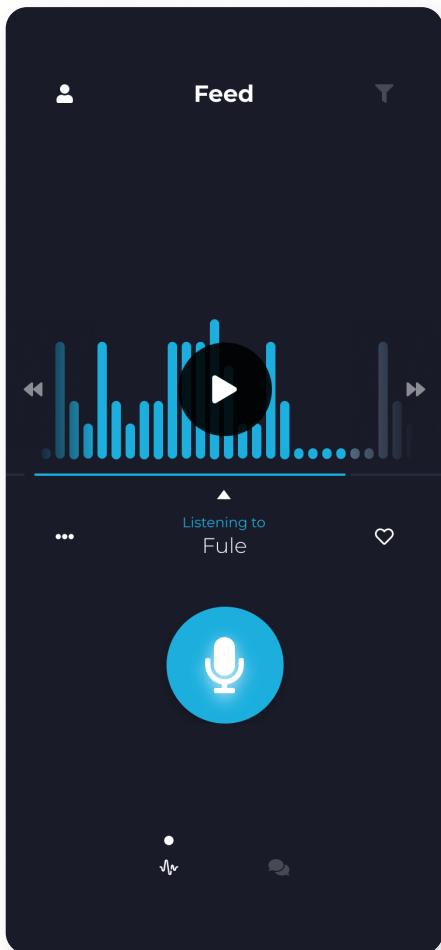


The refined landing page maintains the minimalist aesthetic. It features a dark blue background with white text and graphics. The top navigation bar with 'About', 'Newsletter', and 'Contact' links is present. The central video player placeholder and 'Prototyping made easy.' tagline remain. The 'Solderix Bits' section and its subtext are also kept. The 'Join them together' button is visible. The 'Your Prototype' section with the robot car image and subtext is retained. The 'KICKSTARTER' section is removed. The 'Contact us' section at the bottom is simplified, showing icons for phone, email, and location, along with the address 'Mubrinka 34'.

Megafon

Mobile App

2021



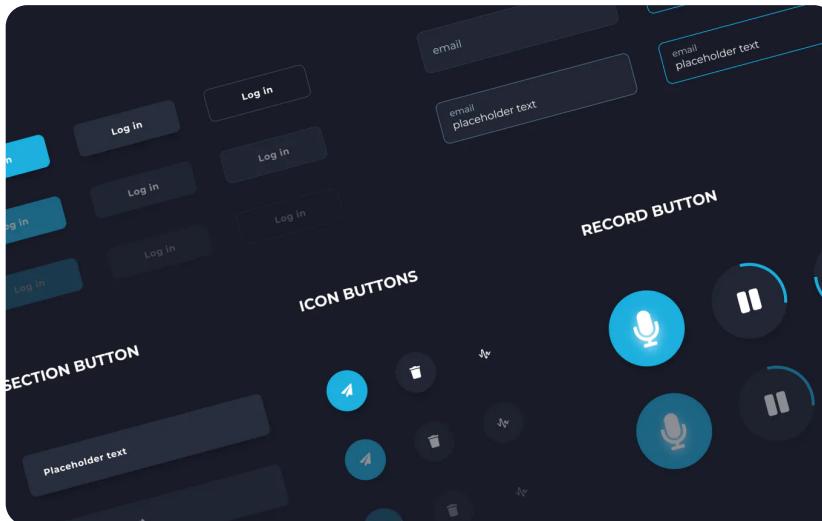
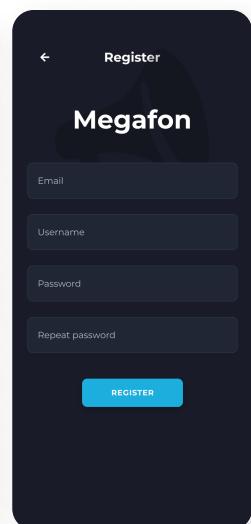
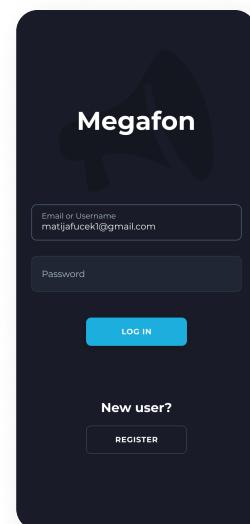
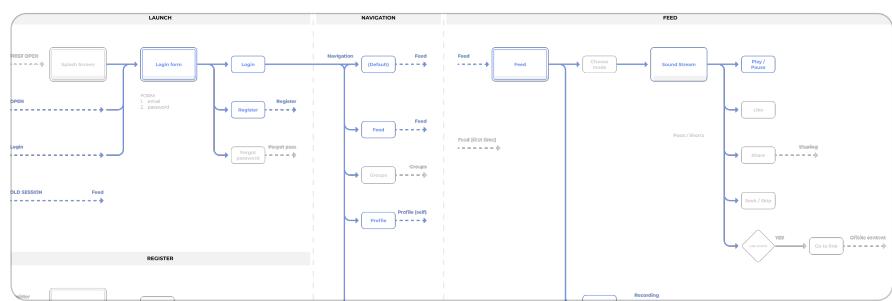
Megafon is an audio-based social network.

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

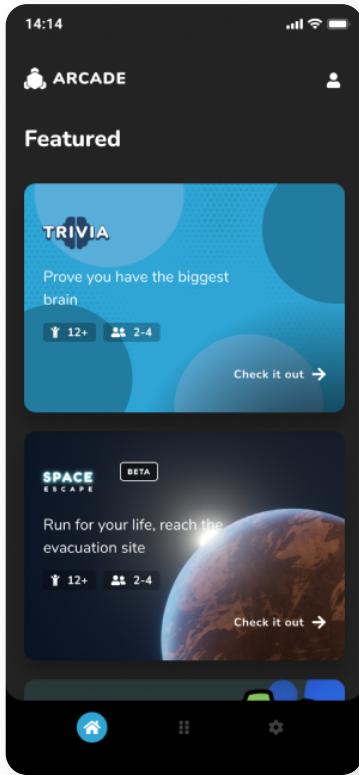
After drawing up some sketches I put them into numerous iterations of low-fidelity wireframes.



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.

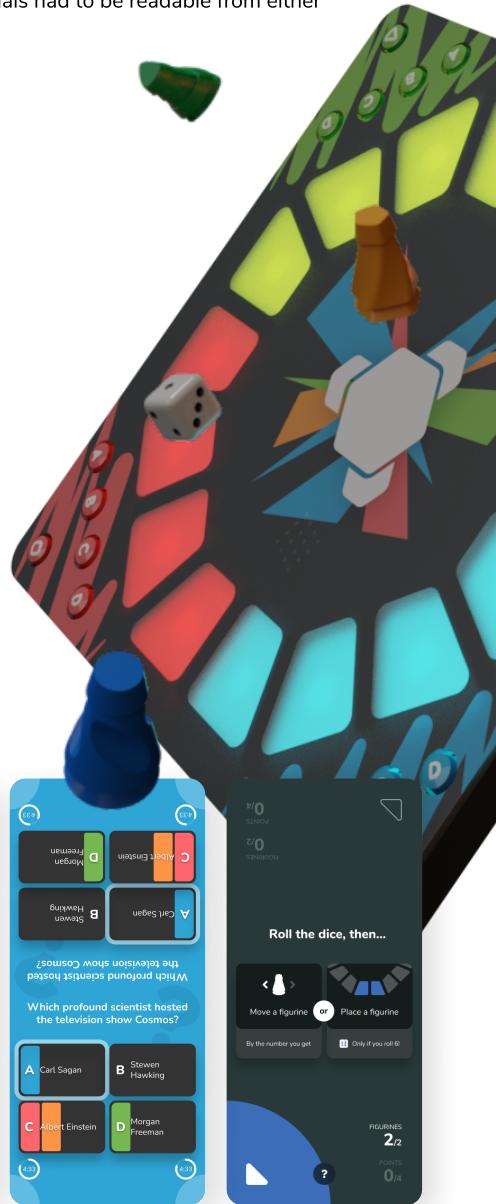
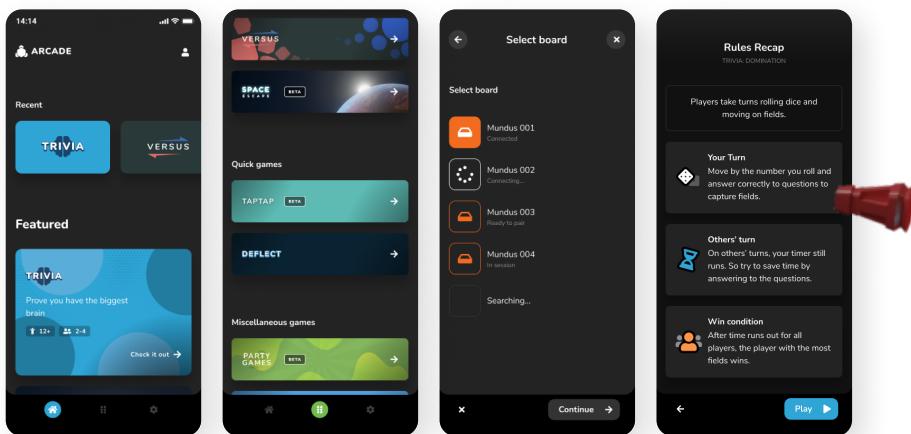
Unique Constraints

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



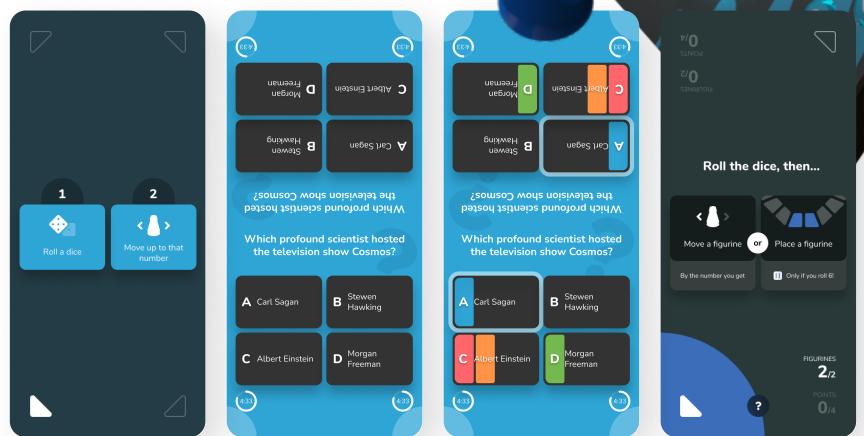
6 Different Games

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), and 'Titon Survival' (Hardware). One project, 'Incoming Rocks!', is highlighted with a detailed preview: 'In this sketch you can find real world examples of something important to your device programming.' It includes a thumbnail of a circuit board being soldered.

Project Page

This is a detailed view of the 'Incoming Rocks!' project. It features a large thumbnail of a circuit board with a soldering iron. Below the thumbnail, the project title 'Incoming Rocks!' is displayed along with its author 'Albert Gajšak' and a 'Projectant' badge. The project summary explains that players team up in groups to build and sail their own ships and crew them with other players or computer-controlled crewmembers. Below the summary, there are download links for '.INO' and '.CB' files, labeled 'Arduino Code' and 'Source Sketch' respectively.

Build Guide Chapters

This screenshot shows a build guide chapter titled 'Assembling your Ringo kit'. It includes a thumbnail of a physical hardware component. The chapter summary states that players team up in groups to build and sail their own ships and crew them with other players or computer-controlled crewmembers. Below the summary, there are two buttons: 'Reset Tracking' and 'like'. At the bottom, there's a 'Chapters' section with four items: 'Introduction' (0/1 lessons), 'Meet the tools' (0/1 lessons), 'Assembly #1' (0/12 lessons), and 'Assembly #2' (0/10 lessons).

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 is a user profile page for 'Matija Fucek'. It features a large circular thumbnail of a person. Below the thumbnail, the user's name 'Matija Fucek' and 'Projectant' badge are shown. The bio reads: 'Hello to anyone reading this Anyway I'm trying my best to invent new things and share them with the world. You can check out my creations under the posts tab thanks for the support.' Below the bio, there are statistics: 28 Projects, 2 Guides, 28 Comments, and 7 Badges. 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 the 'Incoming Rocks!' chapter in a single view. On the left, there's a vertical navigation menu 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 chapter content is displayed in a large box. The first section is 'Incoming Rocks!', which contains the same summary and download links as the project page. Below it is a 'Boxes' section with three colored boxes: a red 'Danger: Don't Try This!' box, a yellow 'Warning: Test the code!' box, and a blue 'Good and Tested Tip' box. Each box contains a brief note about version output from outdated commands.