

# Matija Fućek

Graphic Designer

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[mfucek.tk](http://mfucek.tk)

## EXPERIENCE

### Sportening Product Designer

Aug 2022 - May 2022

Design System foundations; Proprietary tools for design;  
Designed user-facing & Admin interfaces.

### 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; in addition to a handful Full-Stack projects.

## 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

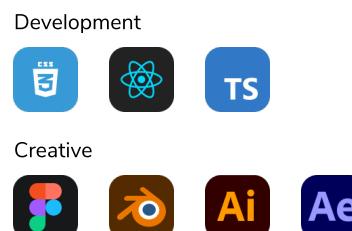
## SKILLS

Web Development (ReactJS, Typescript)  
UI / UX Design  
Wireframing & Prototyping  
A / B Testing  
3D & 2D design  
Motion Graphics

## PERSONAL SKILLS

Creativity  
Collaboration  
Fast learner  
Team player

## PROFICIENCIES



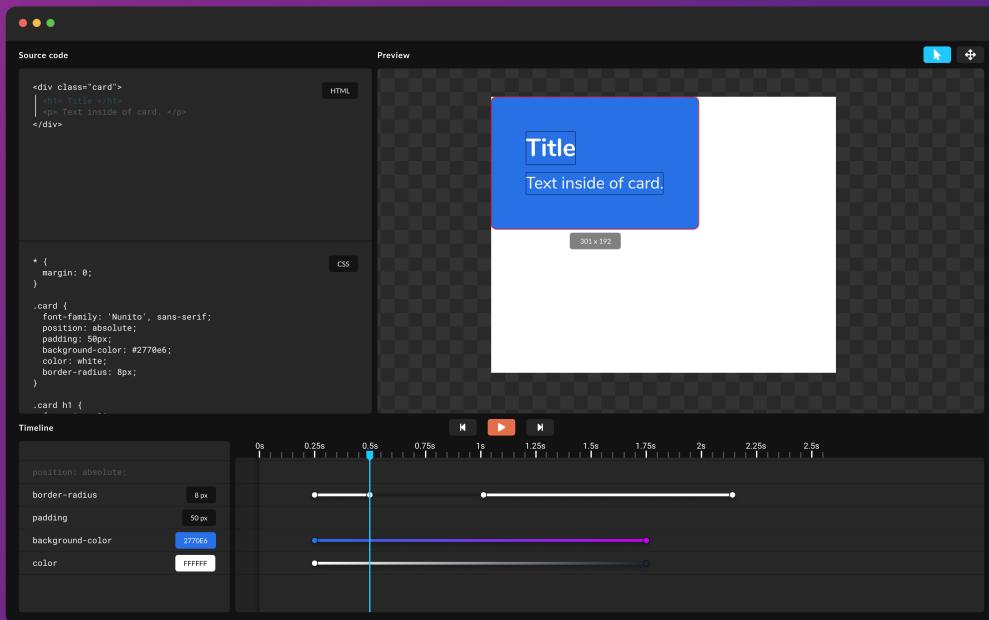
## LANGUAGES

English, Croatian

# CSS Animation Editor

2020

## Desktop / Web App Concept

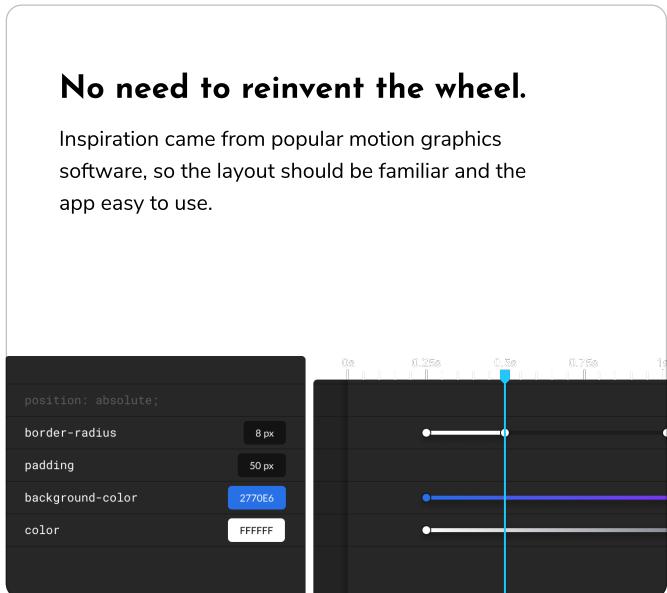


A vision of what a visual tool for making CSS animations could look like.

The screenshot shows the same application interface. A text input field is overlaid on the DOM panel, containing the text 'What you write is what you see.' Below the input, explanatory text reads: 'Copy and paste or write right within the app. Whatever written, is easily visible in the adjacent panel.'

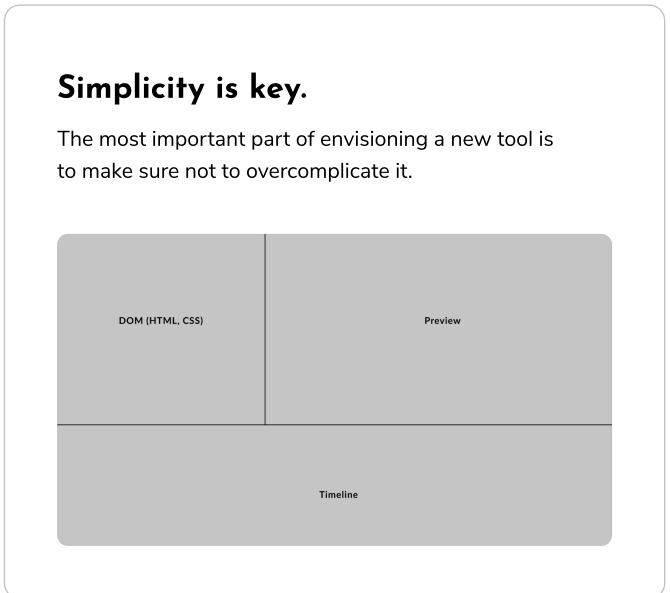
### No need to reinvent the wheel.

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.



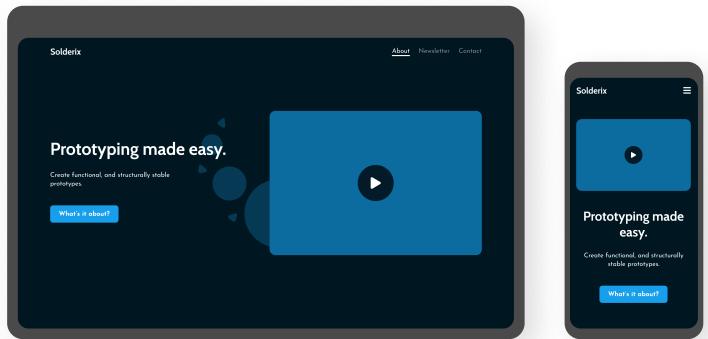
# Solderix

2020

## Landing Page



The landing page features a dark blue background with white text and graphics. At the top, it says "Prototyping made easy." and "Create functional, and structurally stable prototypes." Below this is a large blue play button icon. A section titled "Solderix Bits" shows various electronic components like breadboards and sensors. Another section titled "Your Prototype" shows a completed robot car. At the bottom, there's a "KICKSTARTER" section with a "we're coming, soon..." message, a newsletter sign-up form, and a "Contact us" section with social media links and a map.



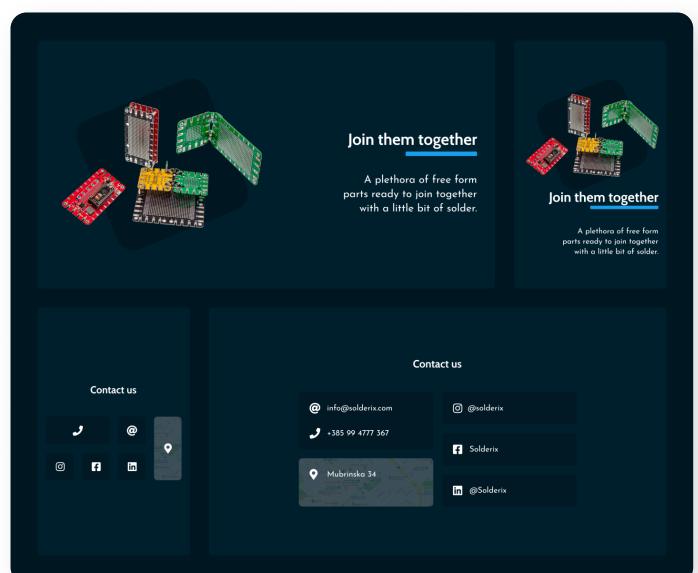
Solderix is a product where Lego meets Electronics.

### 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.

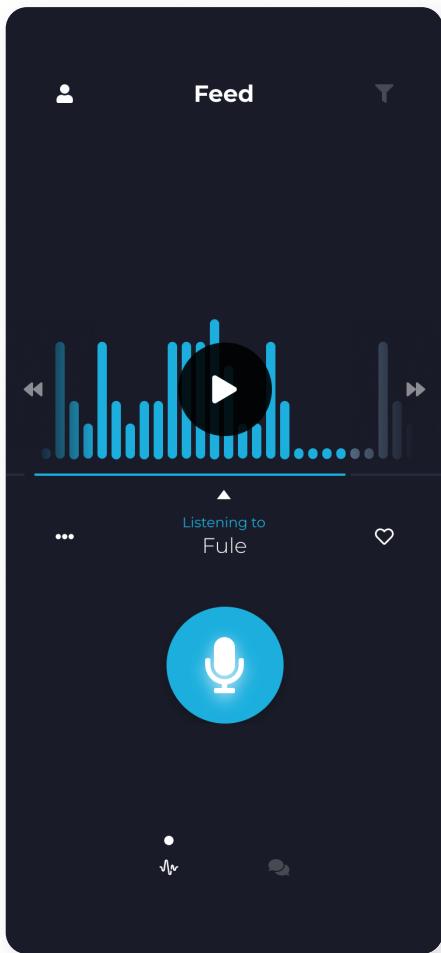


The responsive design version maintains the same layout but with reduced content. The "Join them together" sections are simplified, and the "Contact us" section is condensed into a single row of icons. The overall aesthetic remains clean and minimalist.

# 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.

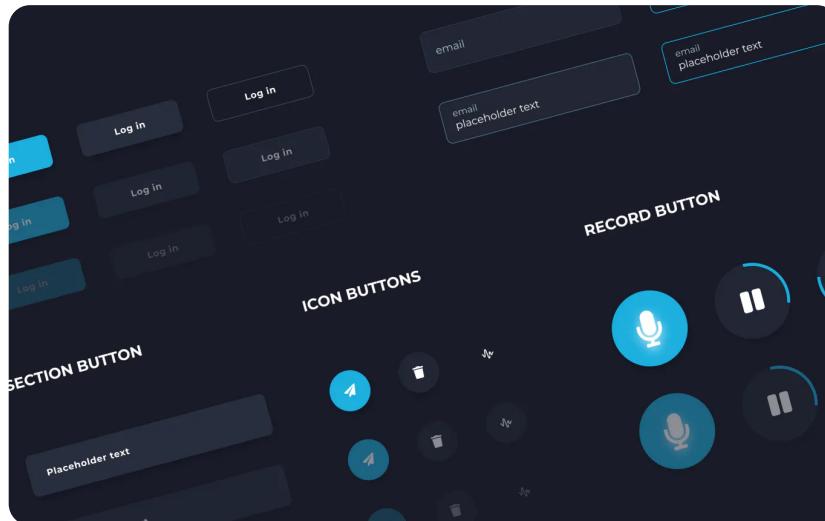
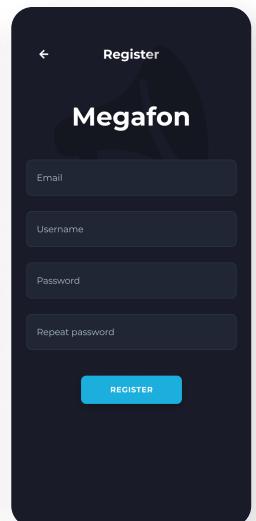
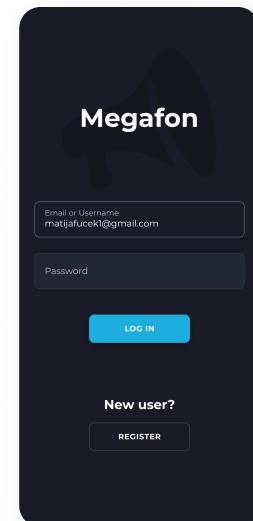
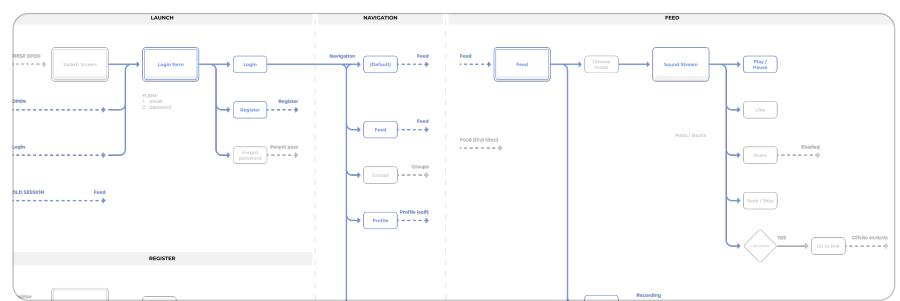
Megafon is an audio-based social network.

### 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

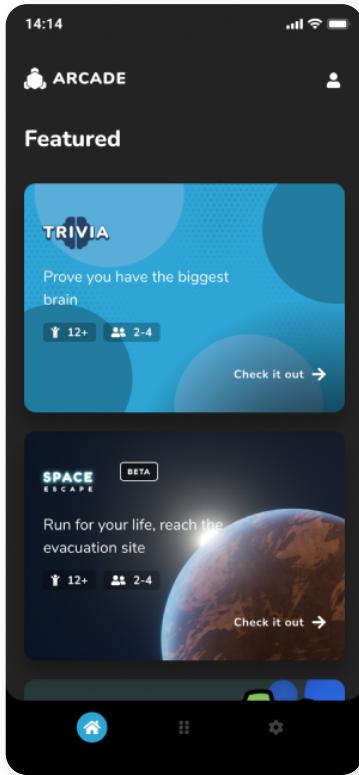
After drawing up some sketches I put them into numerous iterations of low-fidelity wireframes.



# 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.

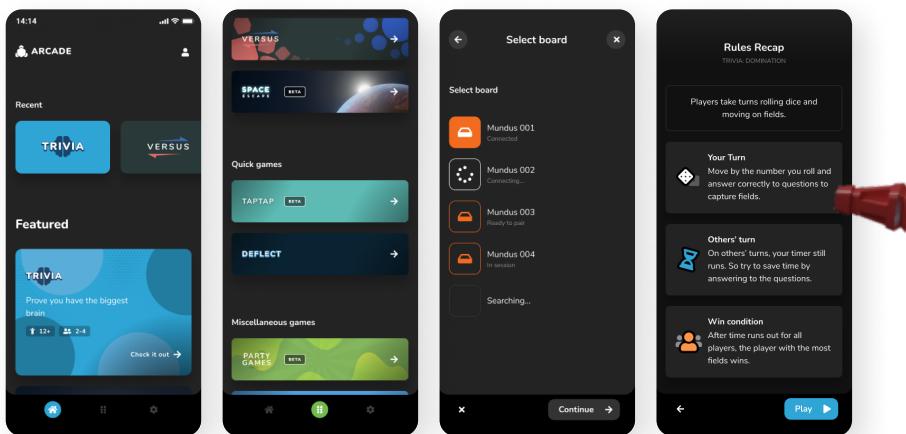
## Unique Constraints

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 homepage of the CircuitMess World web community portal. At the top, there's a navigation bar with links for 'Guides', 'Creations', and 'Forum'. A user profile for 'Albert Gajšak' is visible on the right. Below the navigation, there's a section titled 'Creations' featuring several project cards. One card for 'Crush of Liberty' shows a circuit board with a microcontroller and various components. Another card for 'Incoming Rocks!' shows a hand soldering a component onto a board. The sidebar on the left lists categories: 'Trending' (Hardware, Games, Applications), 'Ringo' (with a dropdown menu for 'Any Type'), and a search bar.

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 a specific project page for 'Incoming Rocks!'. The page includes a thumbnail image of a hand soldering a circuit board. Below the image, there are sections for 'Description' and 'Files'. Under 'Files', there are two download links: '.INO' (Arduino Code) and '.CB' (Source Sketch). The page also features social sharing icons for LinkedIn, Facebook, and Instagram.

### User Page

This screenshot shows a user profile for 'Matija Fucek'. It displays a circular profile picture, a bio message, and statistics for 'Projects' (28), 'Guides' (2), 'Comments' (28), and 'Badges' (7). Below this, there are sections for 'Trendy Guides', 'Badges', 'Guides', 'Creations', 'Likes', and 'Your Devices'. Several badges are listed, such as 'Projectant' (earned by posting more than 20 projects) and 'Mentor' (earned by giving feedback in comments more than 100 times).

This screenshot shows a 'Build Guide Chapters' page for 'Assembling your Ringo kit'. It features a main heading 'Assembling your Ringo kit' with a thumbnail image of a circuit board. Below the heading, there's a brief 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.' There are also 'Reset Tracking' and 'Like' buttons. At the bottom, there's a 'Chapters' section with four cards: 'Introduction' (0/1 lessons), 'Meet the tools' (0/1 lessons), 'Assembly #1' (0/12 lessons), and 'Assembly #2' (0/10 lessons).

### Single Chapter View

This screenshot shows a 'Single Chapter View' for the 'Incoming Rocks!' guide. On the left, there's 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 large section for 'Incoming Rocks!' with its description and a 'View Page as Visitor' button. At the bottom, there are 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 containing a brief message about staying up-to-date with commands.