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

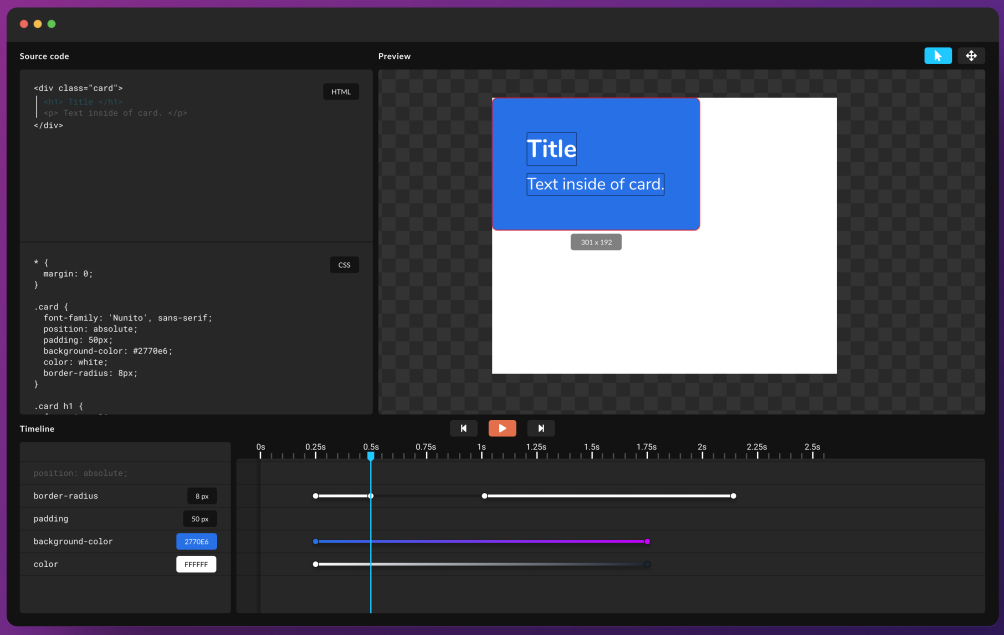
LANGUAGES

English, Croatian

CSS Animation Editor

2020

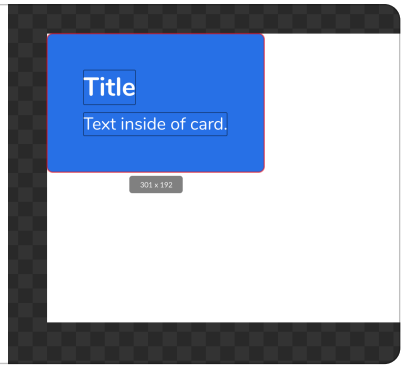
Desktop / Web App Concept



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

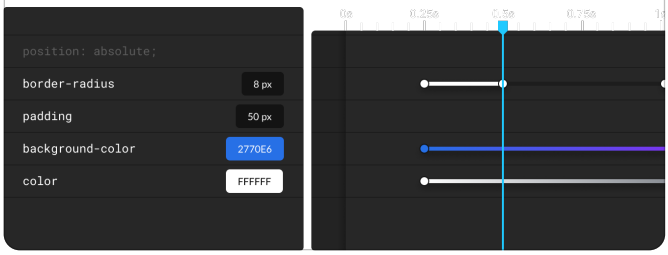
What you write is what you see.

Copy and paste or write right within the app. Whatever written, is easily visible in the adjacent panel.



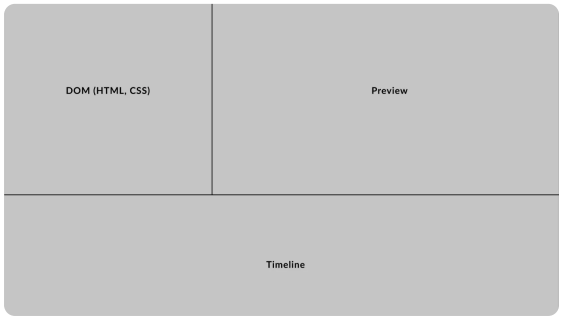
No need to reinvent the wheel.

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



Simplicity is key.

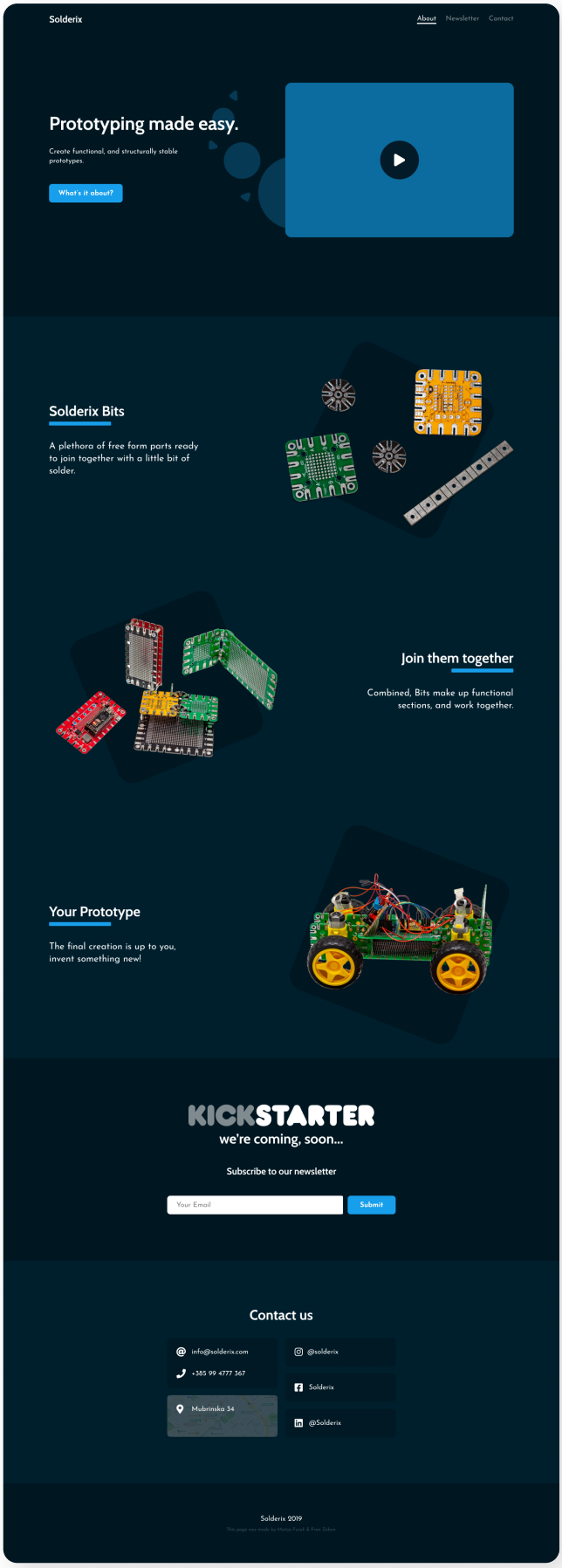
The most important part of envisioning a new tool is to make sure not to overcomplicate it.

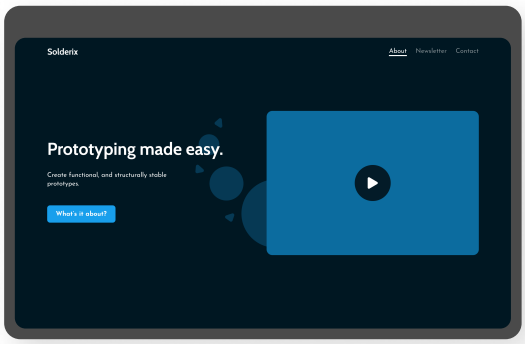


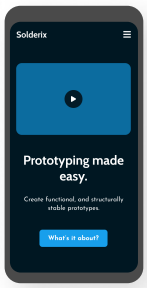
Solderix

2020

Landing Page







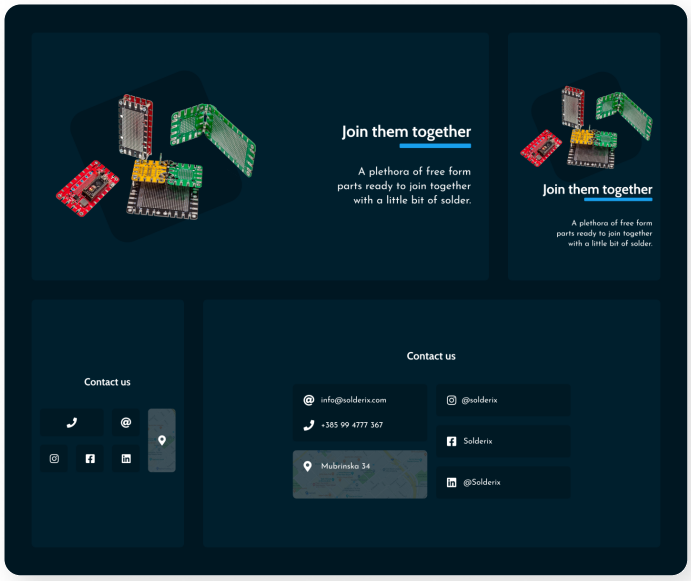
Solderix is a product where Lego meets Electronics.

Minimal

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

Responsive Design

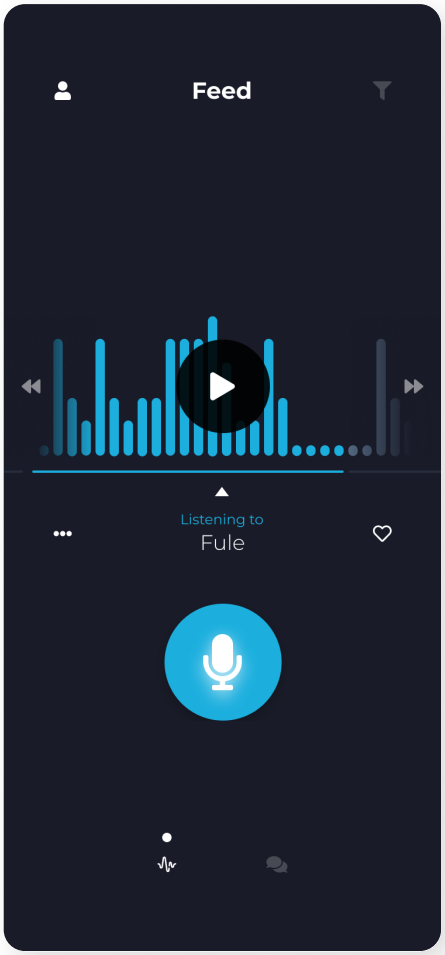
Be it on mobile or desktop, the page flows and adapts to any screen size thanks to carefully designed components.



Megafon

2021

Mobile App



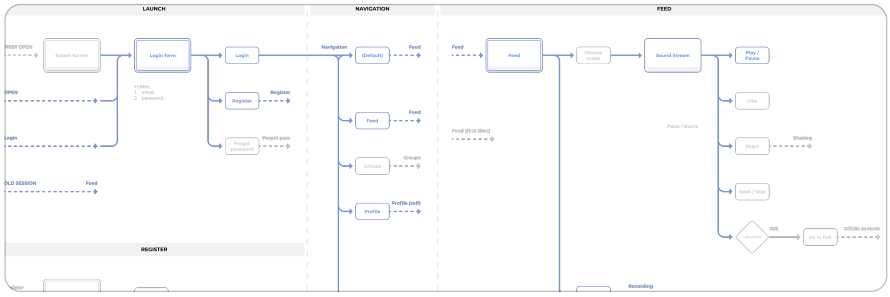
Megafon is an audio-based social network.

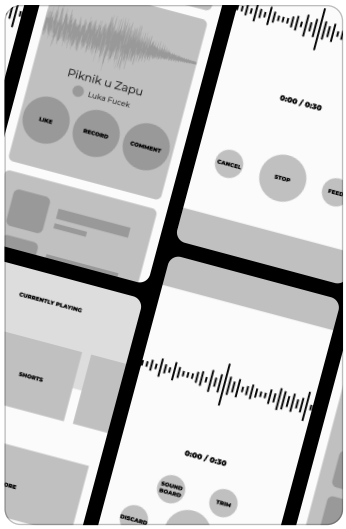
UX & User Journey

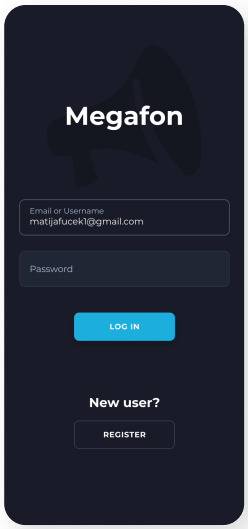
As the first part of the design process I plotted out the user journey. The focus was on having the user input be as minimal as possible.

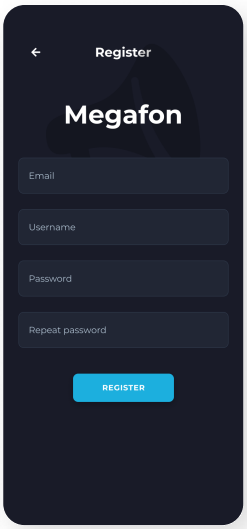
Wireframing

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



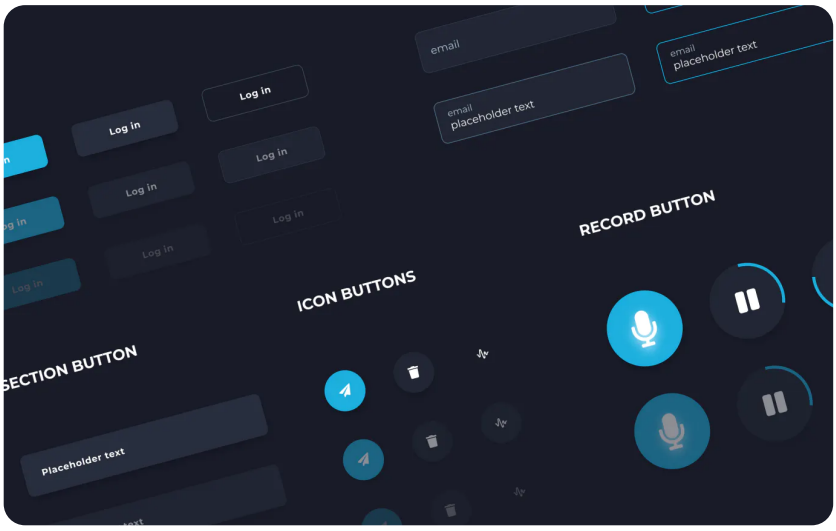


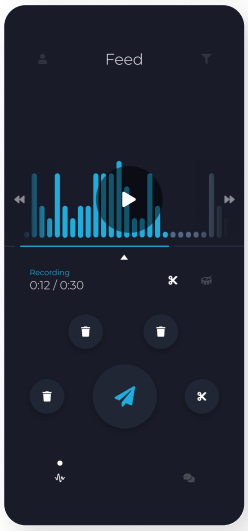


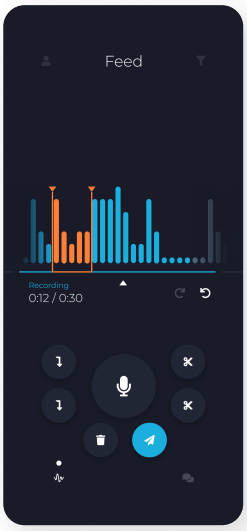


MVP UI

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



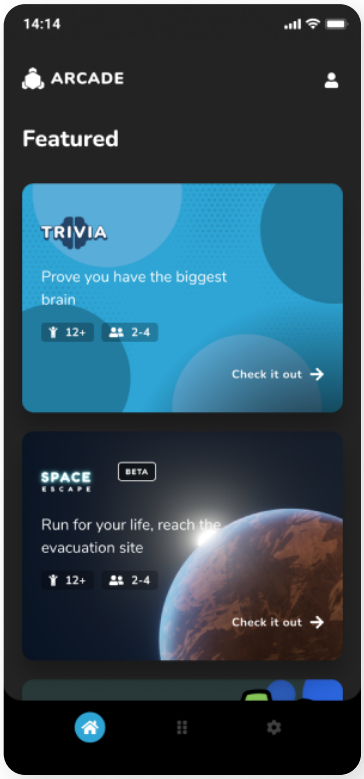




Mundus Arcade

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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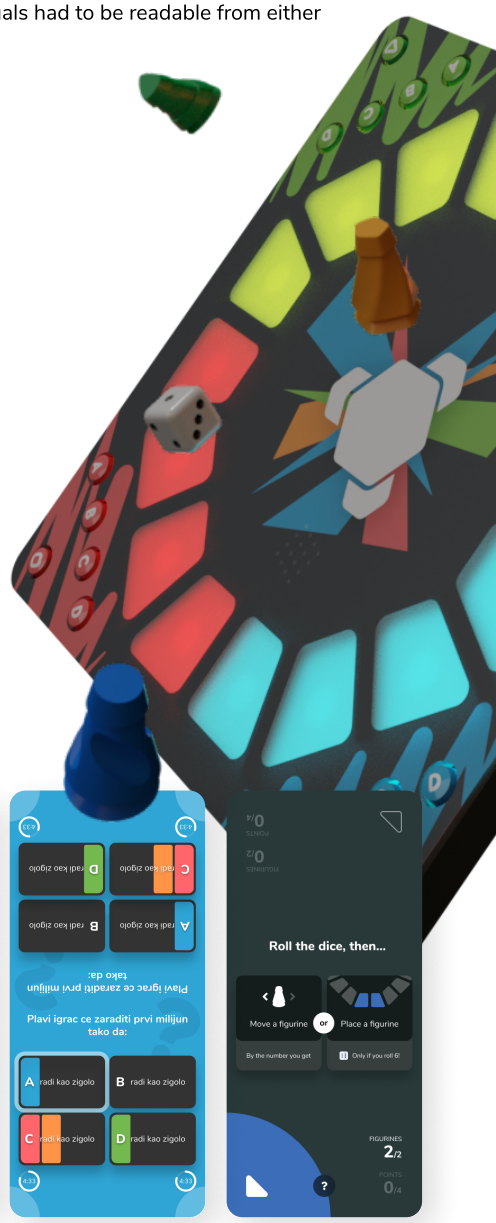
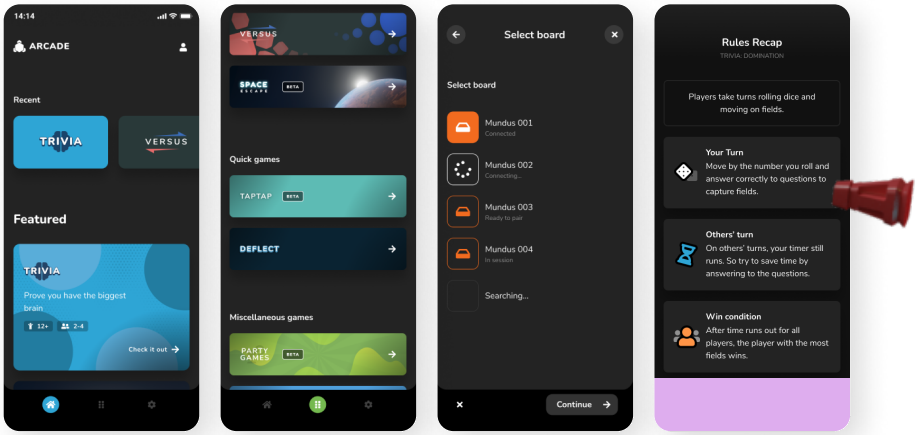


Menu & Pairing



6 Different Games

Three.JS

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

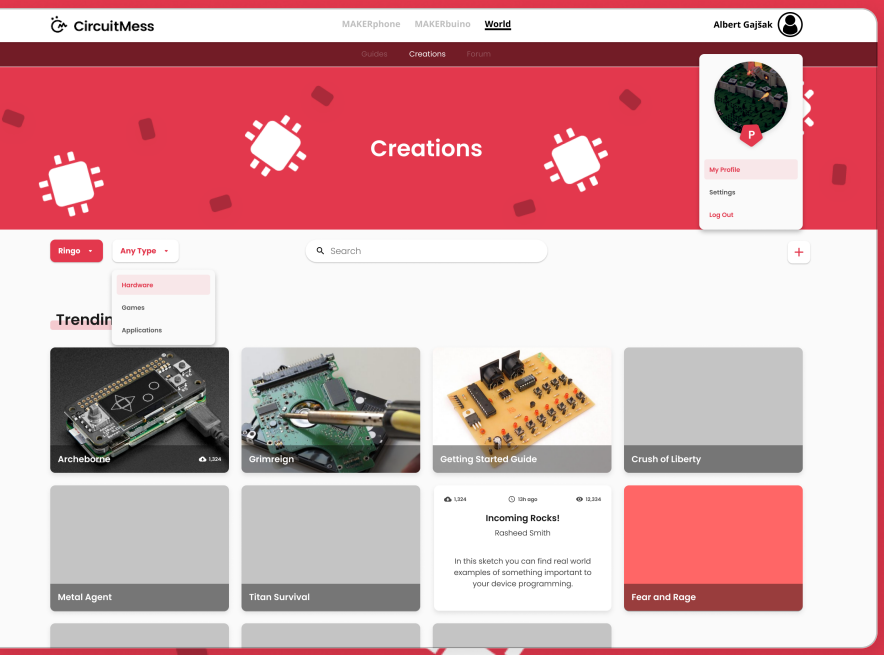
Lottie

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

CircuitMess World

2019

Web Community Portal

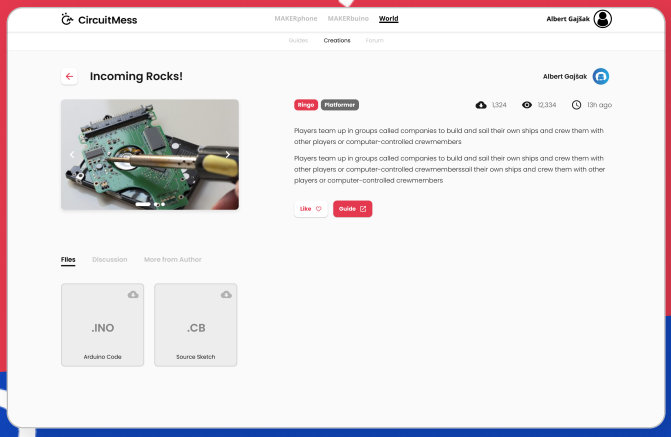


CircuitMess World is a place for creators and educators to share their passion for tinkering with hardware.

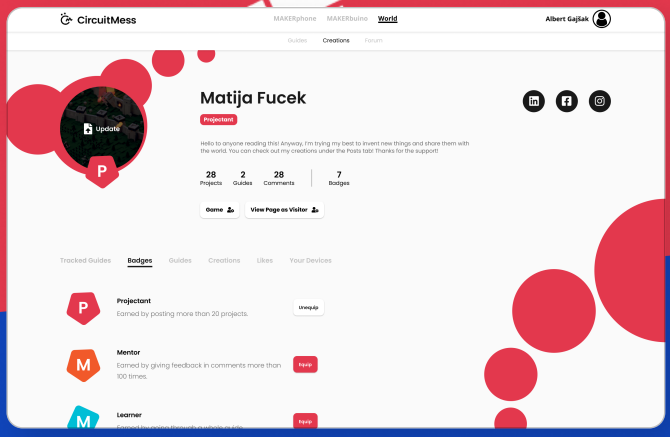
It's a portal where any user can upload and show off their creations, as well as a blog CMS for making build guides.

The design was based off CircuitMess branding that Infinum did back in 2019

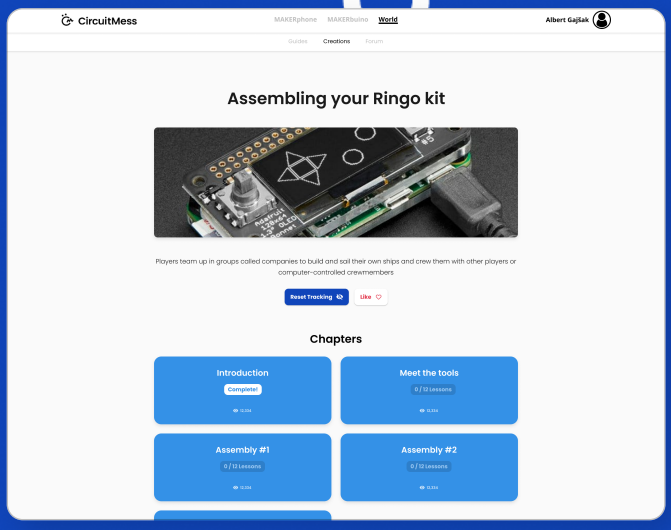
Project Page



User Page



Build Guide Chapters



Single Chapter View