



**LOOKING FOR INTERNSHIPS IN 2018**

WEB PORTFOLIO CURRENTLY UNDER CONSTRUCTION, THIS DOCUMENT IS MEANT TO GIVE AN IDEA OF WHAT PROJECTS I'VE BEEN WORKING ON



# ABOUT ME

My name is Justyna. Originally I come from Poland, but I spent last five years studying in Sweden variation of IT, Human-Computer Interaction and currently I'm enrolled in Interaction Design program at Umeå Institute of Design, where I can finally take design more seriously than a hobby.

Despite having background in computer science, design was always my true passion. In particular I feel very strongly about the value of entertainment, that's why I want to design awesome experiences for people - just because something is serious doesn't mean it has to be boring. My strongest interest lies in video games, and their potential to influence people, but I also enjoy anything related to graphic design, especially for promoting events and user interfaces.

In everyday life I'm one of those people who always finds a ton of things to do, so I never get bored. I already mentioned my belief in video games, so naturally that's big part of my past times. But I also appreciate outdoors activities, especially in the mountain areas, and recently I picked up climbing. I've also always been active at writing about my experiences on different blogs, be it studying abroad or describing my projects.

To conclude, I love challenges, from organizing events, to coordinating student magazine on a weekly basis, to simply finding time for all the things I want to do or coming up with a cool design solution. And I always rely on good entertainment to keep me relaxed.

## interests



VIDEO GAMES



BEING ACTIVE



PSYCHOLOGY



SNOWBOARDING



TRAVELLING



LIVE MUSIC



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# Curriculum Vitae

## EDUCATION AND ACTIVITIES

- 2015 / PRES. **INTERACTION DESIGN, MFA**  
UMEÅ INSTITUTE OF DESIGN /SWEDEN  
 Vice president of Ställverket student union  
Secretary of Ställverket student union  
Editor of Wozzop magazine
- 2014 / 2015 **INDUSTRIAL DESIGN INTENSIVE**  
UMEÅ INSTITUTE OF DESIGN /SWEDEN  
 Secretary of Ställverket student union  
Graphic designer of Wozzop magazine
- 2013 / 2014 **HUMAN-COMPUTER INTERACTION, MSc**  
UMEÅ UNIVERSITY /SWEDEN  
 Thesis: Developing empathy through video games
- 2008 / 2012 **COMPUTER SCIENCE, BSc**  
LODZ UNIVERSITY OF TECHNOLOGY /POLAND  
 Thesis: Application of HTML and CSS in DTP
- 2011 / 2012 **INFORMATION TECHNOLOGY, EXCHANGE**  
LINKÖPING UNIVERSITY /SWEDEN  
 Graphic designer at East Asian Association

## LANGUAGES

ENGLISH / FLUENT  
POLISH / NATIVE  
SWEDISH / GOOD (B2)  
JAPANESE / INTERMEDIATE (JLPT N4)  
FRENCH / INTERMEDIATE (B1)

## EXPERIENCE

- APR 2018 / PRES. **FABLAB ASSISTANT**  
UMEÅ, SWEDEN  
Currently I help to maintain the FabLab Facebook page, and schedule volunteers, as well as learn more about the machines to be able to provide better technical support.
- 2015 / PRES. **GLOBAL GAME JAM SITE ORGANIZER**  
UMEÅ, SWEDEN  
As a site organizer, I am responsible for participant registration, providing the venue, forwarding the information from the main organizing committee, and making sure everyone is on schedule and knows what to do.
- JUL 2012 / AUG 2012 **WEB DESIGN INTERN AT TEAMWEB.SE**  
LINKÖPING, SWEDEN  
Internship of 6 weeks during which I had 2 main projects - one web design concept for a client and re-design of the studio's logo, website and business cards. I used the time I had mostly to learn Adobe Illustrator and Responsive Web Design.

## SKILLS

GRAPHIC DESIGN / ADOBE: PHOTOSHOP, INDESIGN, ILLUSTRATOR, SKETCH  
WEB DESIGN / HTML, CSS  
MOVIE EDITING / ADOBE PREMIERE PRO, IMOVIE  
PROTOTYPING / ARDUINO, PROCESSING  
GAME DESIGN  
USER EXPERIENCE  
EVENT ORGANIZING & ADVERTISING

## VOLUNTEERING

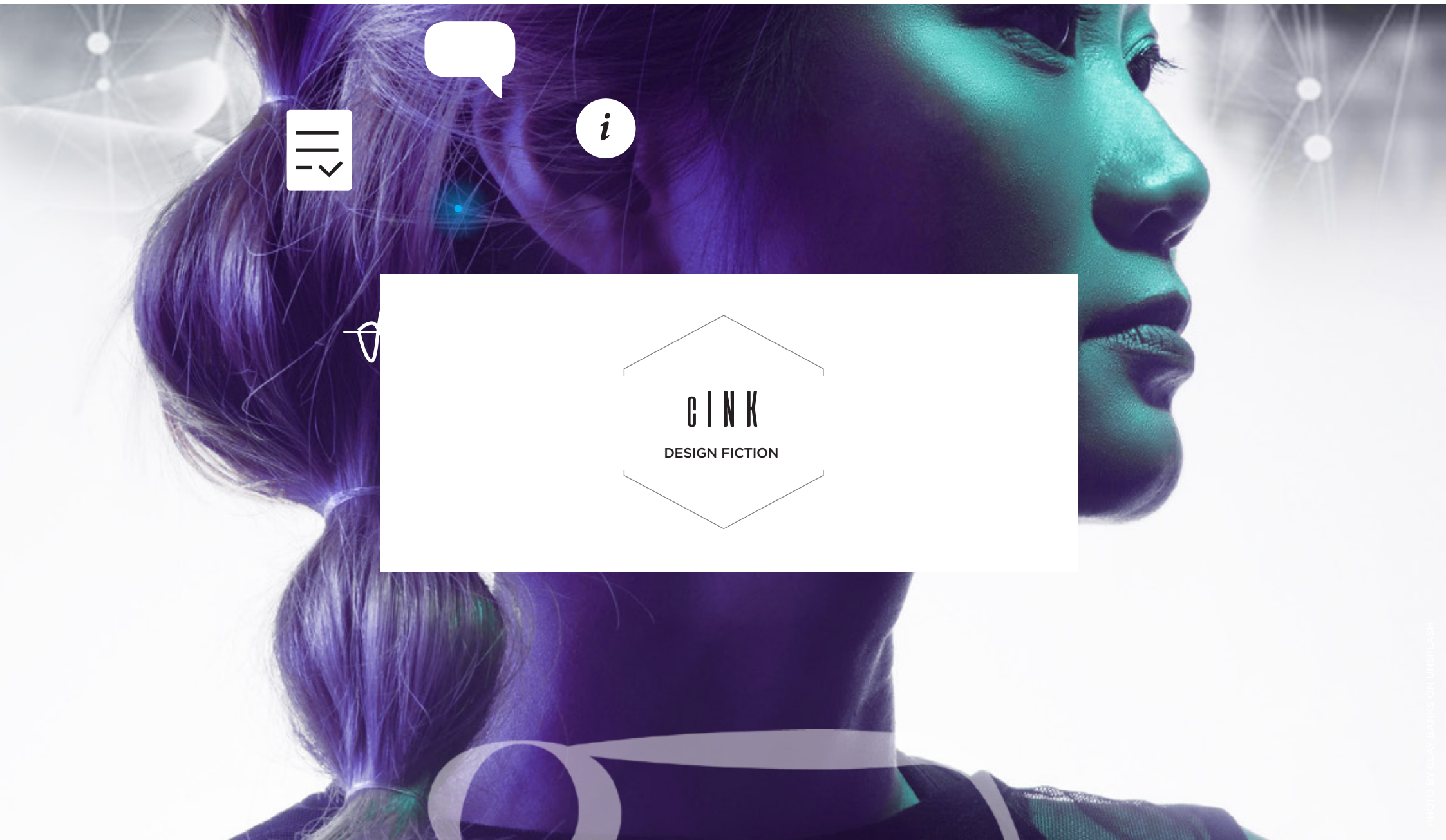
- 2017 / PRES. **SOFTLAB @ FABLAB UMEÅ**  
UMEÅ, SWEDEN  
As one of the volunteers at Softlab I introduce new people to the space, machines there and help with their projects.
- MAY 2017 **TEDX UMEÅ**  
UMEÅ, SWEDEN  
I was helping with arranging stage decorations before the event and managing the wardrobe during the event.
- MAY 2015 **MUSIC TECH FEST**  
UMEÅ, SWEDEN  
I helped with patching the faulty Wordpress template and I worked at the merchandise stand during the 3 days of event.
- NOV. 2013 **MOVE FILM FESTIVAL**  
UMEÅ, SWEDEN  
I was responsible for checking tickets at the door and announcing the movies to the audience.
- 2012 / 2013 **ICE SKATING INSTRUCTOR**  
LODZ, POLAND  
I was teaching a beginner group of 10-15 university students how to ice skate.

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## THE BRIEF

The main objective of this course/project was to create a future scenario for year 2037.

In the process I created a series of future articles and a new technology, permeating people's lives, in order to make us reflect on the direction technology is taking these days.

## THE PROBLEM

I chose to focus my project around the constant connectivity. We're experiencing it to some extent currently, but through a device. I wanted to explore a scenario where we're connected directly, and cannot easily disconnect by simply putting the device away.

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CO.DESIGN

[f](#) [t](#) [i](#) [v](#) [in](#) [Q](#)

UI & UXPRODUCTSCITIES & SPACESGRAPHICSINNOVATION BY DESIGN

03.25.2035

# FORGET YOUR SMARTPHONE - NEW TECHNOLOGY LETS YOU STAY CONNECTED AND UP TO DATE AT ALL TIMES

This week cINK, a new technology that allows us to stay online at all times has been introduced at CES. Get a simple tattoo with this high tech nano ink and you can access the wealth of the Internet on your command, anywhere at any time!

It promises no more missed notifications or important phones calls. No more destroyed days because you forgot your smartphone, and no more lost or destroyed devices falling out of your pocket! Now it's as simple as one time procedure and you forget it's there!

It's highly personalized, and impossible to steal, so your data is finally safe. Better yet, you control it with your thoughts! No more awkward "Ok Google" or "Hey Siri" in the public spaces. You just think it, and there it is to assist you. Make mental notes, set reminders, write down important ideas, get access to any information you need right away. You can finally focus on what's truly important and not get side tracked by looking up facts manually.





## THE SOLUTION

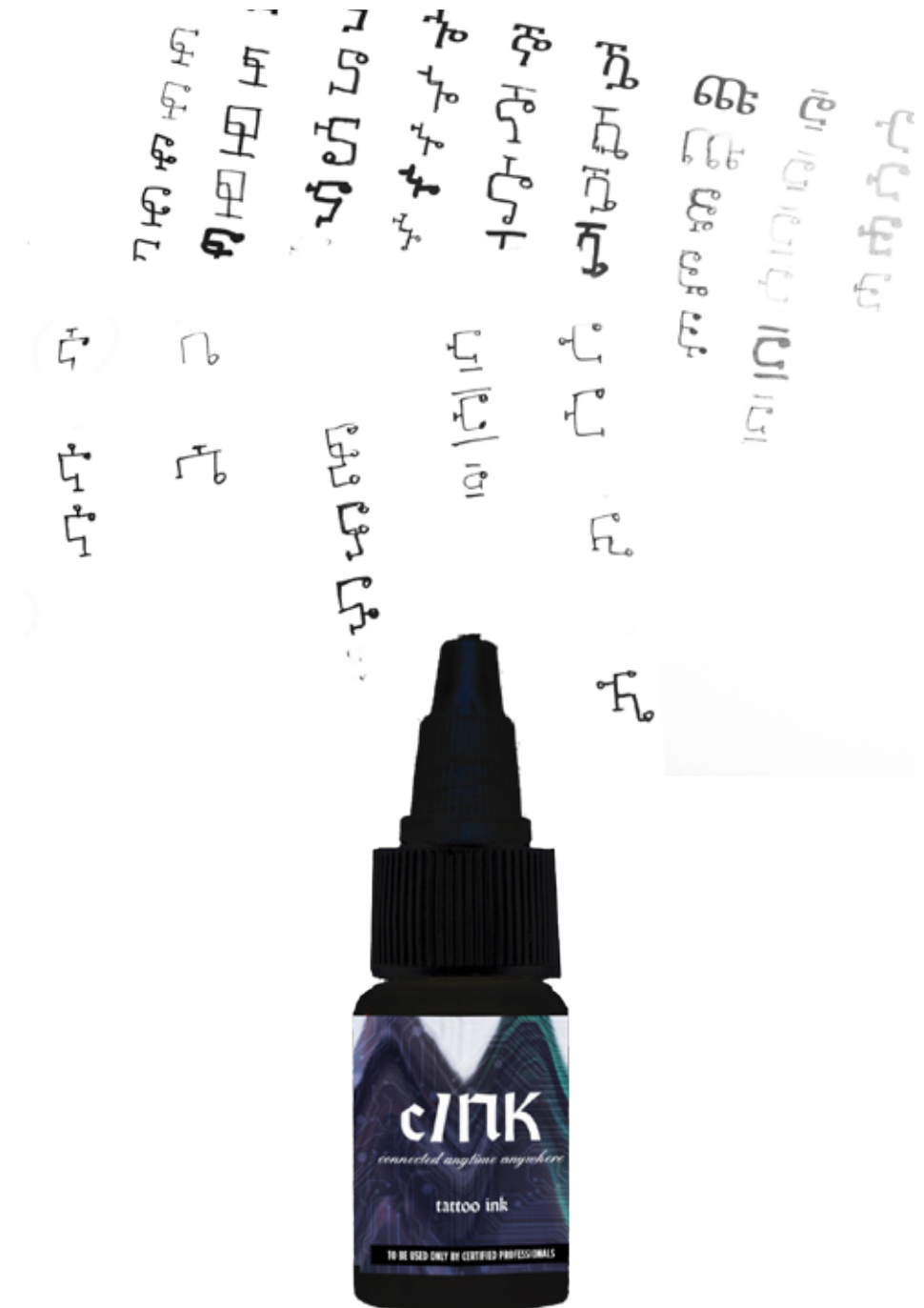
In this project I created a new technology - cINK, which is a nano-ink tattoo, connecting the owners of said tattoo directly to the internet, allowing them to access the wealth of knowledge. I tried to explore the implications of everyday life of this technology.



CINK TATTOO



STORYBOARD PANEL



INK BOTTLE / BRANDING





# GUIDANCE TO MIRMIR'S WELL

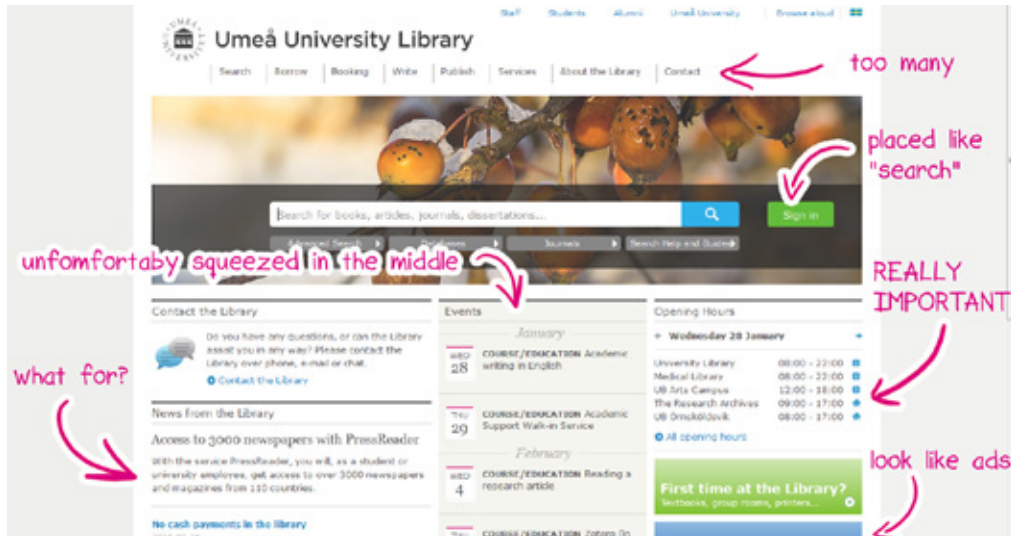
UX DESIGN



## THE BRIEF

When we were given the brief of the project the implied outcome was re-design of the university library website.

As a part of the ongoing project, the university library wanted to explore alternative ways of sorting and searching for books and resources.

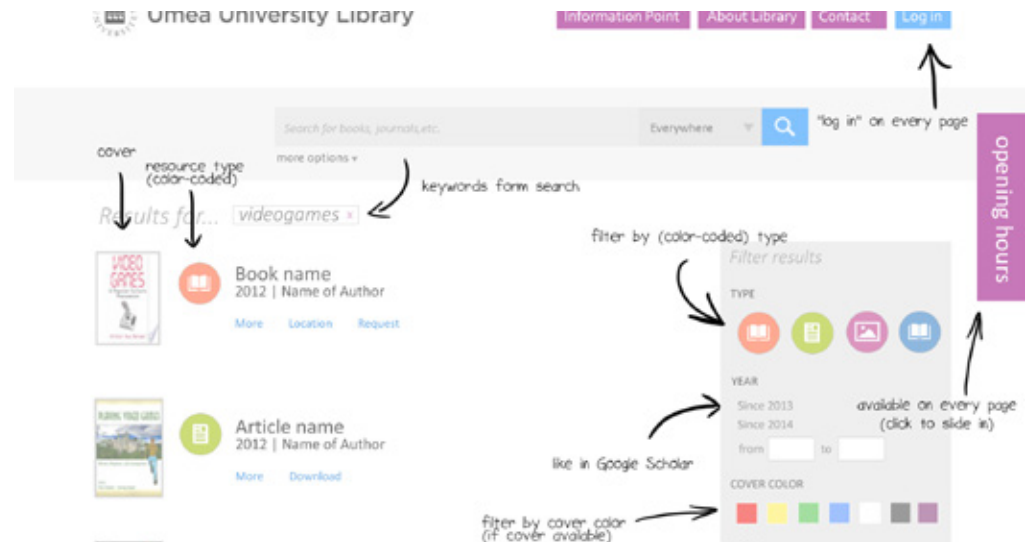


CURRENT WEBSITE



## THE PROBLEM

From the interviews with library users we noticed an interesting pattern: finding particular title was easier online, finding books related to a general topic was easier in the physical library.



FIRST PROTOTYPE



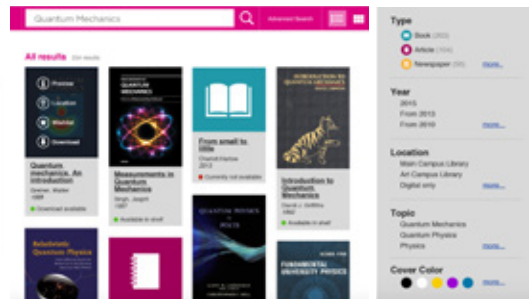


## THE SOLUTION

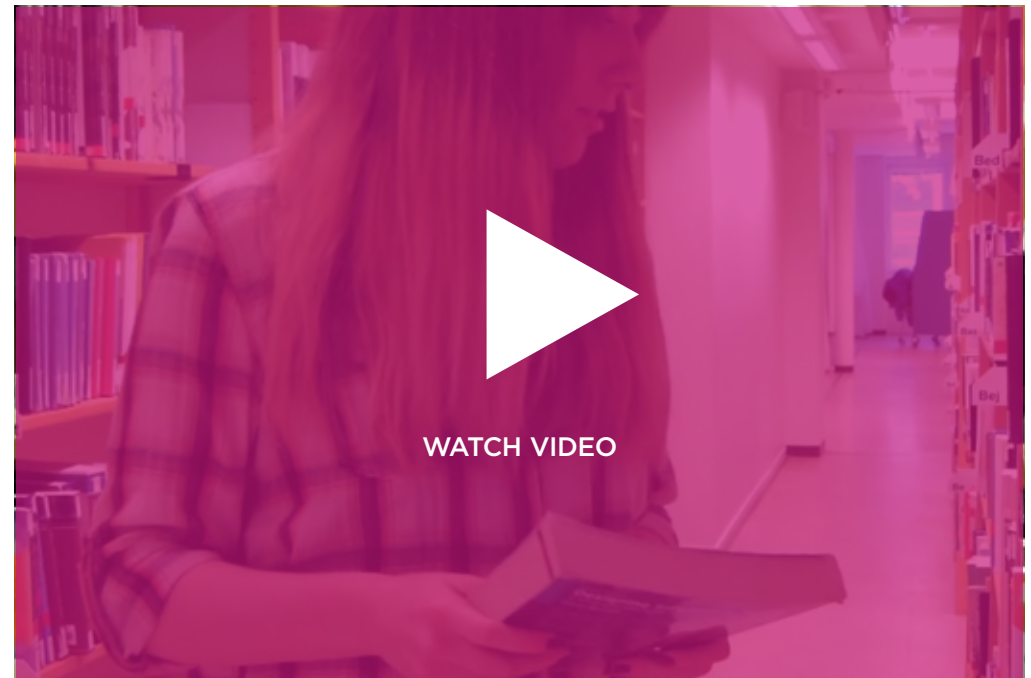
Quite quickly we realized that just updating the website is not enough, and we need to take usage of the library as a wholistic experience, which also includes the physical library and much needed guidance in the context as well.



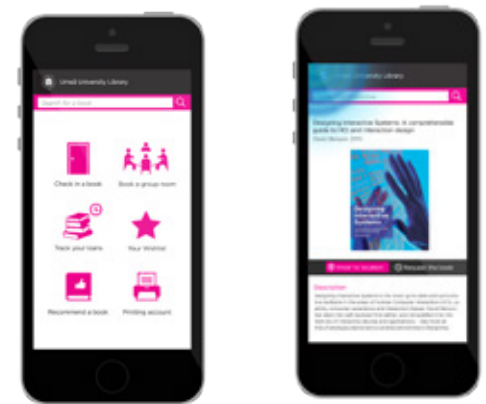
SERVICE MENU



BOOK SEARCH AND BROWSE



INTERACTIVE SHELVES



APP WITH GUIDANCE FUNCTION



"THE POSSIBILITY TO  
BROWSE AND TO BE  
INSPIRED OR SURPRISED  
WAS TOTALLY LOST ON  
THE SCREEN"

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We, at Umeå University  
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Find to create a prototype  
search tool for an interacti  
to investigate how a less tex  
can be designed for different  
target groups for the study w  
students and researchers, whic  
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# SEARCH, FEEL, FIND

GRAPHIC DESIGN

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the National Library



of Design, Löfvånger School  
HUMlabX we made a work plan  
for the project. It for us was to be open and  
agile and let the result of our planned workshops be an  
important part for the next step in the project.

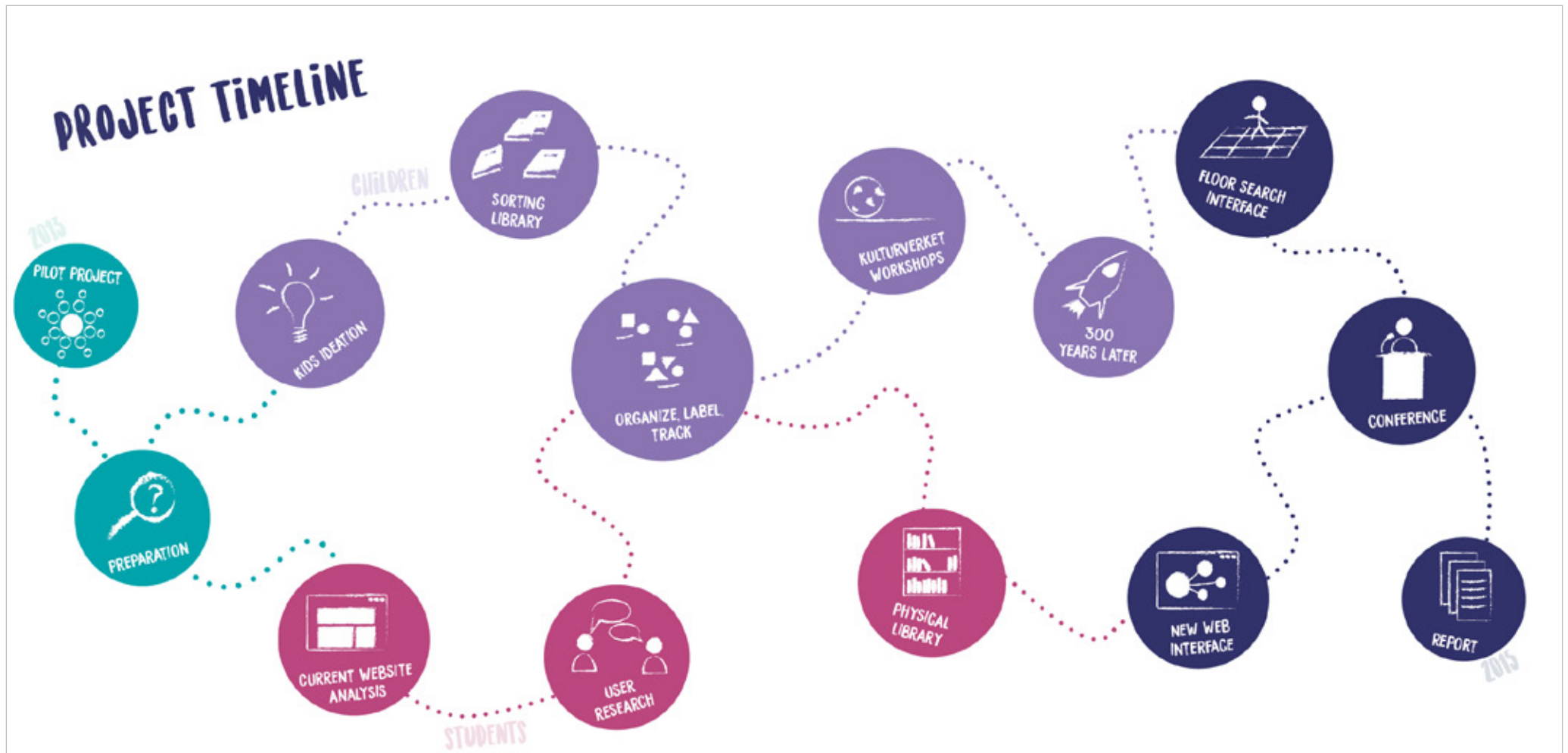


## THE BRIEF

After the previously presented project, I was approached by the library project supervisors to help them gather all the project materials together in a visual form that they can later present to colleagues and at conferences.

## THE CHALLENGE

The main challenge was to find the right visual style for a project that in its core was serious and driven by research, but also involved in large part playful workshop with children, as well as the cooperation with students. Representing the whole process was essential to explaining it.



VISUAL OVERVIEW OF THE LIBRARY'S PROJECT



# HOW IT BEGAN

*"THE POSSIBILITY TO  
BROWSE AND TO BE  
NOTICED OR SURPRISED  
WAS TOTALLY LOST ON  
THE SCREEN"*

In 2011 we conducted a study at the Art Campus of Umeå University where we asked students how much they knew about the library's resources. It became clear that almost all the interviewed had a poor knowledge about what the library offers, mostly concerning the e-resources.

**How could the interface of the catalog or search instruments resemble the physical library? The possibility to browse the shelves and to be inspired or surprised by what you find was a component that was totally lost on the screen.**

In 2012 and 2014 we initiated a pilot project where we explored the matter more. To us it also became our work we applied the resources from the National Library in Sweden, who granted us means for the Search, Find, Find project.

*"We, at Umeå University Library, formulated the main topic for the project Search, Find, Find to create a prototype for an alternative search tool for an interactive floor surface, and to develop the use of a map tool based on the use of a map tool for different media carriers, the target groups for the study were primarily distance students and researchers, which are two groups that relatively rarely visit the physical library."*

*"Together with the Institute of Design, Luleå University of Technology, and iNFFRA, we made a work plan for the project. Important for us was to be open and agile and let the result of our shared workshop be an important part for the next step in the process."*

**PROBLEM ANALYSIS**

Aside from the children we also worked with students at Unnik Institute of Design, we introduced them to our collections and various library services to give them a better understanding of the library functions. Regardless of physical items, electronic or printed, all resources should be presented in equally appealing way.

**USER RESEARCH**

The students from Institute of Design heavily focus on the user experience, therefore they conducted their own user research asking other users of the library - students from different faculties, distance and PhD students - how they use the library and its resources, whether or not they are satisfied with the current interfaces and services.

**DESIGN**

Whereas most interviewed did not have particular complaints about experiencing difficulties, they asked about specific services the library provides they didn't know they existed.

**DEVELOPMENT**

Most students interviewed appreciated the website's layout and user experience.

The students started from exploring and analyzing the current library website, where they experienced multiple difficulties with finding useful information and resources they were looking for.

A most valuable insight was that it's difficult to become online to two websites available on a general term, while it's very easy to find a particular item you already know the name of - a situation completely opposite to physical library.

*Physical library is more user-friendly than digital library*

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Whereas most interviewees did not have particular complaints about experiencing difficulties, while asked about specific services the library provides they didn't know they existed.

MOST STUDENTS  
INTERVIEWED APPRECIATED  
THE LIBRARY'S QUIET AND  
CLEAN ENVIRONMENT

The most common thing mentioned by the interviewed was the physical library atmosphere - quiet and nice place to study and focus. While the website was simply described as functional, used for searching a specific thing the students needed.

## WORKSHOPS WITH KIDS

WHAT IS A DATABASE?

During my workshops with the children we asked them to imagine how information is collected in the future. Will text be an important carrier of information in the future? How will we communicate in the future? We encouraged them to think out of the box and not be restricted by today's technology.

We wanted the children to think about how things around us are structured. How do we organize items in our daily life? How do the children sort different things common in a library in a way their thought was logical. We also wanted them to think about the characteristics of the things around, like colour, shapes and textures.

HOW WE ORGANIZE THINGS IN REAL LIFE?

Another series of workshops was conducted by Kuluwork to find answers to questions such as "What is a Database?" "What is Internet?" How does it work?" One of them involved a large ball - used to illustrate a random search of the internet. Pieces of paper with arbitrary words were scattered on the floor and would stick to the ball when it rolled over the papers - thus were the search results.

THE INFORMATION IS EVERYWHERE

In another workshop the kids came up with many brilliant ideas concerning how to search for information in the future. The suggestions were characterized by the use of your own body and your senses to reach information. Independent of physical location everyone will get free access to information in the future and not necessarily via a digital carrier. The information is everywhere and becomes result when you use for it. Children anticipated that in the future all humans understand each other through a universal symbol language.

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UNIVERSITY OF MICHIGAN




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FIND YOUR WAY 2015

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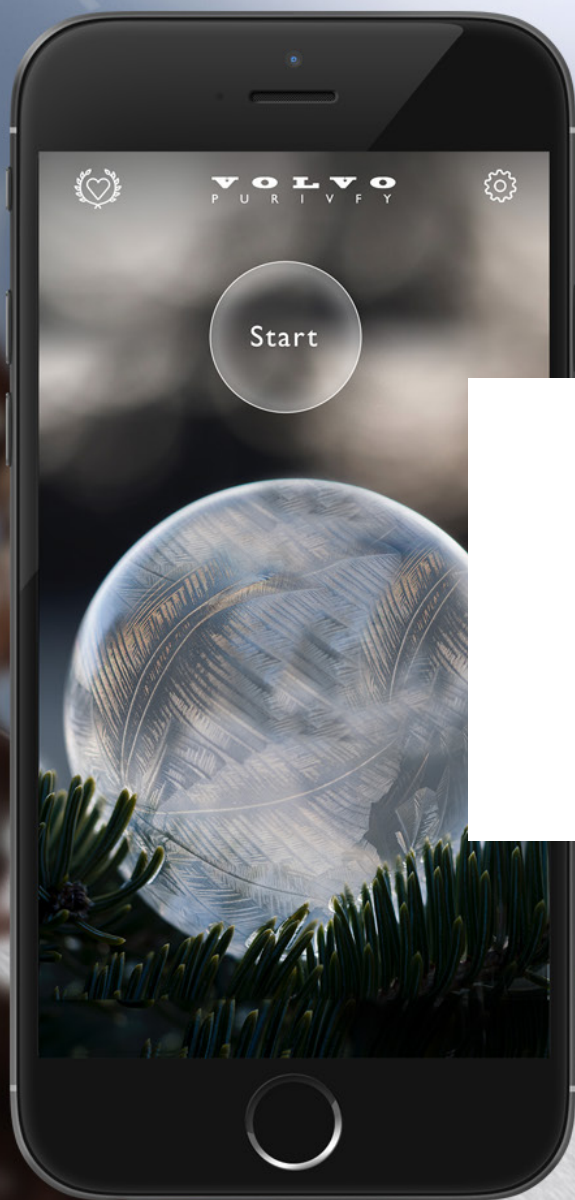




Design by Justyna Fryczak | Photographs by Anders Lennver, Fredrik Oskarsson

## SELECTED SPREADS FROM THE BOOKLET

LARGE SCALE CONFERENCE POSTER





# VOLVO PURIFY

UI & SERVICE DESIGN



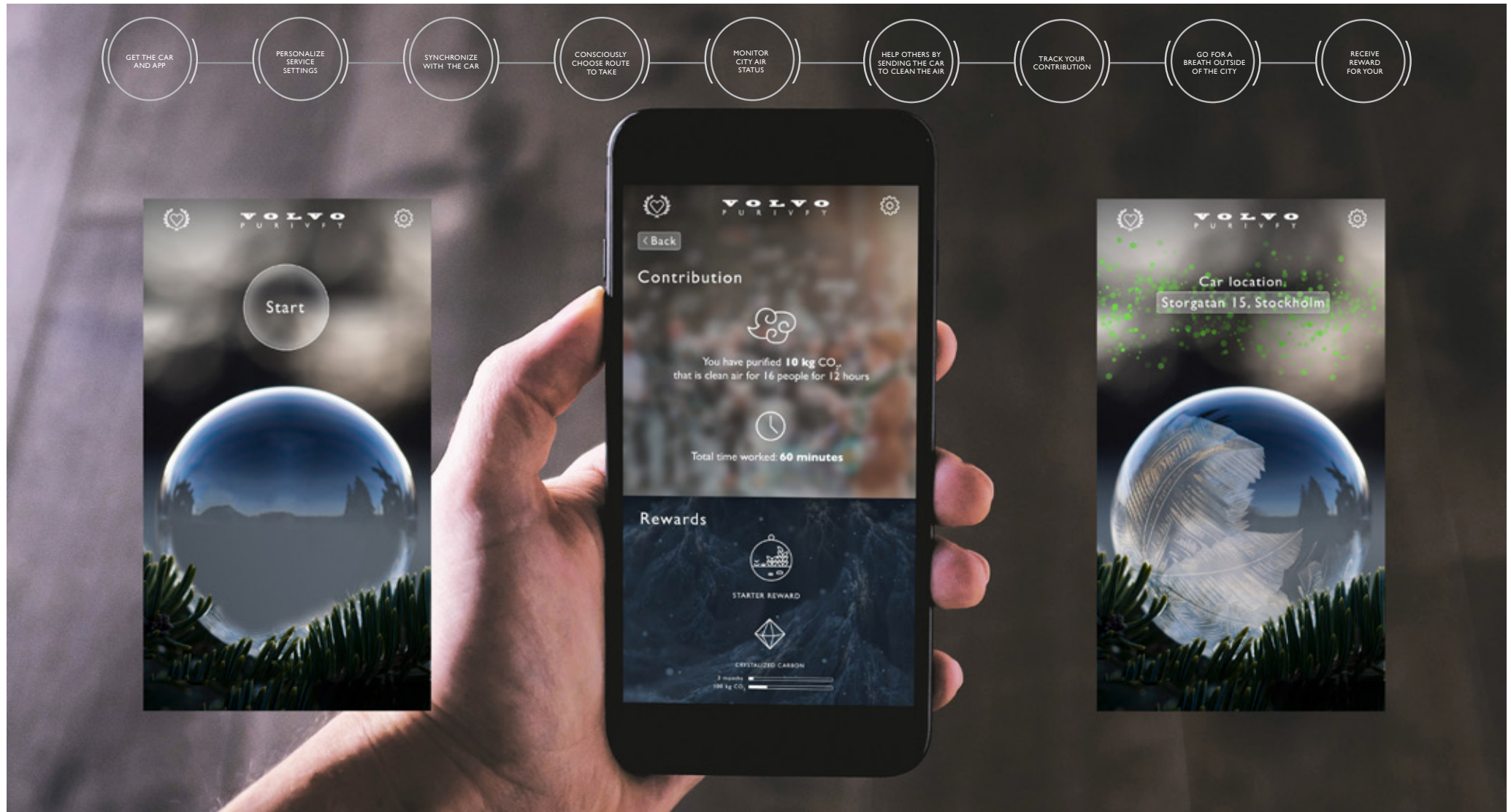


## THE BRIEF

The main scope of the project was wellbeing in 2030, what it means and how it translated into relationships with cars. The project required the full car design (interior and exterior), as well as a connected service. My main role in the project was the service design part.

## THE CHALLENGE

Wellbeing is a very broad topic, that involves both physical and mental aspects, it can refer to relaxation and comfort as well as satisfaction and productivity. The main challenge was deciding which aspect we wanted to focus on. We chose helping the society through air purification.



SELECTED STEPS IN THE APP, REPRESENTING CONTRIBUTION AND CUSTOMER JOURNEY





# REMOTE ROCK BREAKING

UX & UI DESIGN

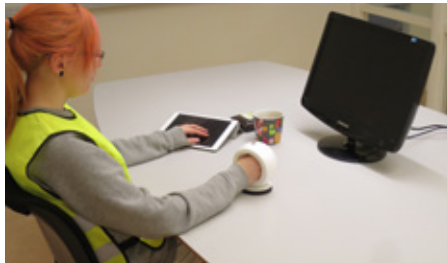


## THE BRIEF

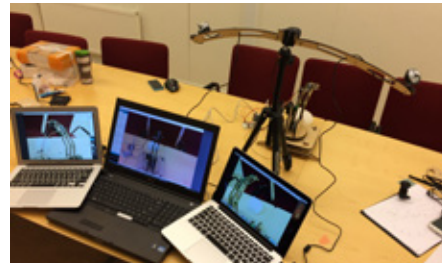
In this project we worked with professionals in the mining industry, specifically people in the rock breaking unit. The goal was to design a system for remote operation - through the monitor, not through the window as it is currently.

## THE SOLUTION

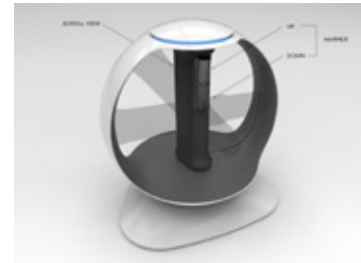
As a team we came up with a work station consisting of a new ergonomic controller to prevent wrist strain for the rock breaker operators, an assisted vision system consisting with computer-rendered image recreated from 3D scan of the pit and cameras in essential places and a control panel for the user.



TESTING THE SETUP



MULTIPLE CAMERAS PROTOTYPING



NEW CONTROLLER



3D IMAGE REPLACING CAMERA FEED



## THE INTERFACE

we also created a new control panel allowing users to have an overview of the whole system, see who is currently controlling which machine, have a pipeline of tasks and work progression system.





CORE77  
DESIGN  
AWARDS  
2017 RUNNER UP





## THE BRIEF

In this project's goal was learning to design sounds. Thanks to the collaboration with advanced product design we were able to take care of both visual, conceptual and functional sides of the final product concept.



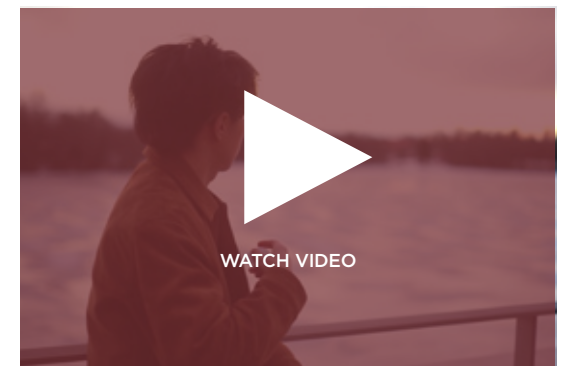
## SOUNDBOARD



## WIZARD OF OZ TESTING

## THE SOLUTION

We decided to take on a topic of design for death, and challenge the taboo. We wanted to create a product that helps people to accept a loss of a loved one through voice and sound memories.





TISDAG 25 FEBRUARI



Anna



Rob



ena

MORNING



LUNCH



RAST



Rast



EFTER-MIDDAG



Hem



# DAILY SCHEDULE

UX & UI DESIGN



## THE BRIEF

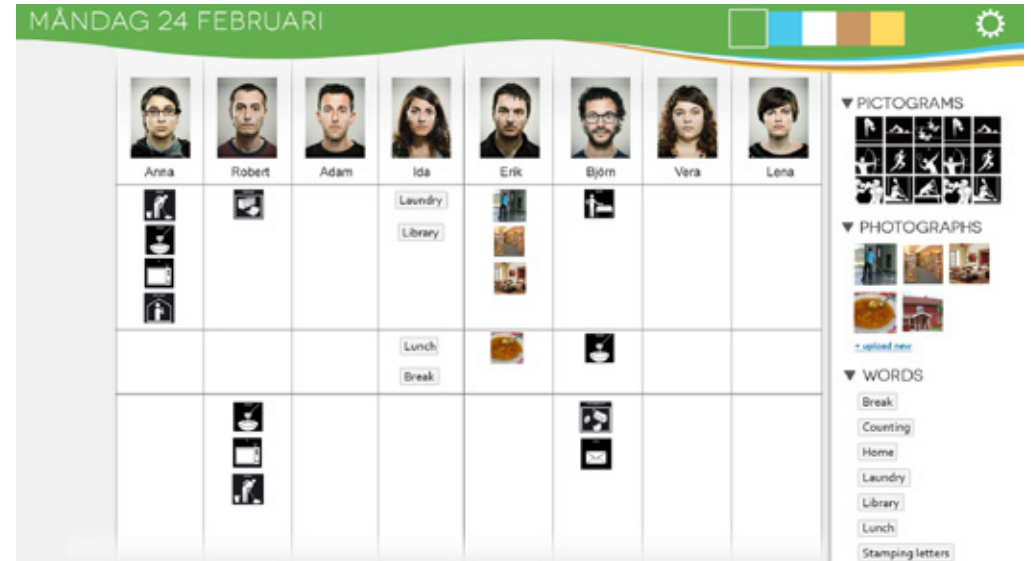
The project was done with one of the work/activity facilities for autistic people. The task was to help both the carers and the workers arrange their daily and weekly schedules.



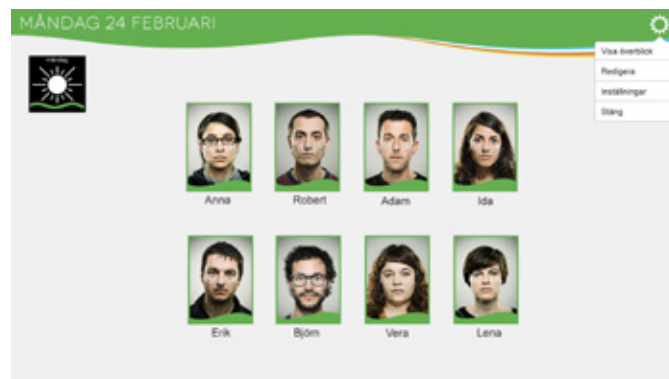
CURRENT SCHEDULES IN MULTIPLE FORMS

## THE CHALLENGE

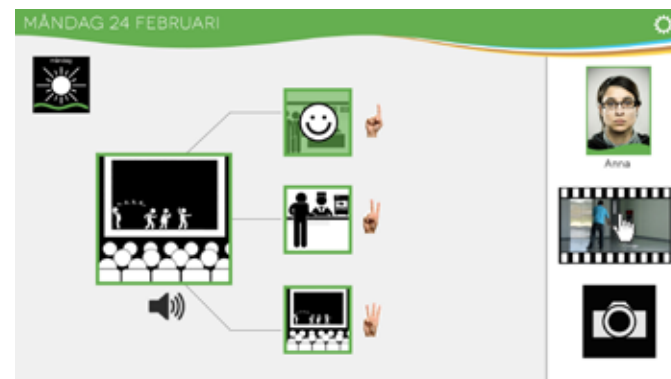
The main challenge of this project was providing flexibility in the system that accommodated different mediums workers can understand (text, pictograms, photographs, spoken words), and also provide a space for more independence.



DAILY PLANNER FOR ALL USERS

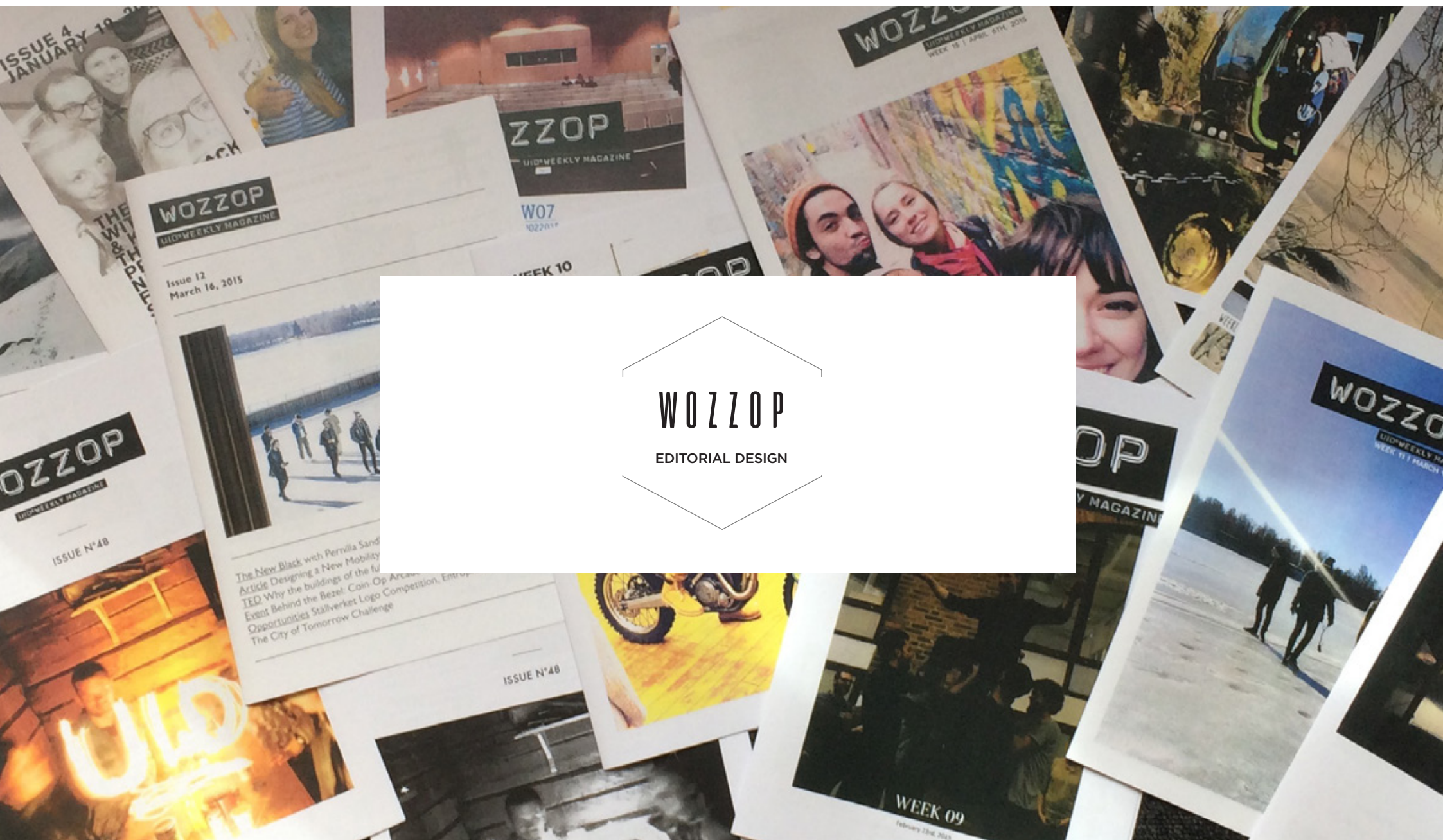


START PAGE



PERSONAL TASK PAGE







# ABOUT

I have been involved in creating Wozzop, the weekly school magazine at Umeå Institute of Design. Each issue consists of 8 pages and needs to be done over the weekend.

I strived to create issue with a brand new style, despite the limited amount of time. In total I designed over 20 issues and edited over 15.

[HTTP://UID.UMU.SE/EN/FOR-OUR-STUDENTS/WOZZOP/](http://uid.umu.se/en/for-our-students/wozzop/)







# GLOBAL GAME JAM UMEÅ

EVENT ORGANISATION & GRAPHIC DESIGN

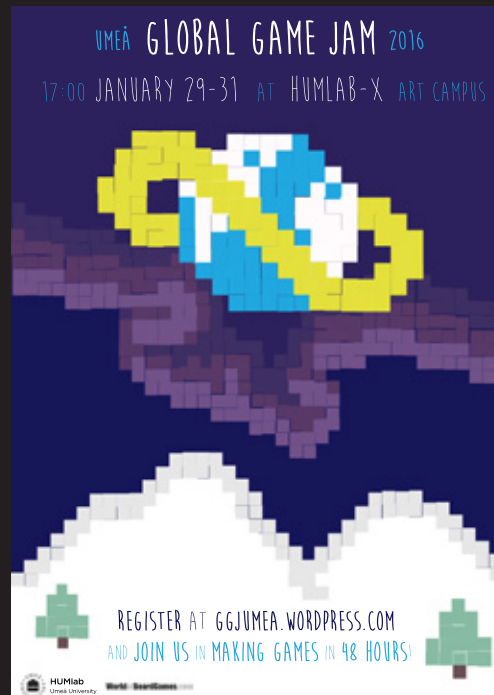


## ABOUT

Since 2015 I have been the main organizer of Global Game Jam in Umeå. Each year I'm responsible for the design and distribution of the posters, as well as maintaining/updating the website.

I'm also handling communication with the global team, participant registrations, and take care of the scheduling of the event (locally).

[HTTPS://GGJUMEA.WORDPRESS.COM/](https://ggjumea.wordpress.com/)







#UMEABUSVIBES  
COMMUNICATION DESIGN

heter är att hejda sin utveckling.  
#umeabusvibes  
Vad fick denna löpa dig ett känna? Dela med dig till  
om på vår Facebook grupp. Umeabusvibes



## THE BRIEF

We were challenged with a very open brief on the topic of “mobility justice” in a city context. The main objective of the course was learning and trying different ethnography methods and practices.

## THE SOLUTION

We decided to focus on public transport, after identifying a fairly negative opinion about buses being least favorite way of transport, for not offering the flexibility the car offers, or health benefits like cycling or walking.

We created a #umeabusvibes, with a series of events/activities related to it - write a story while waiting for the bus, quotes to brighten your day on the bus, and giving free coffee to the people taking the bus.

Everything later was compiled into an exhibition and presented to stakeholders - municipality and public transport representatives.



EXHIBITION SETUP

It was a cold winter morning, I HAD A CUP OF COFFEE AND SIPPED IT WHILE I WAS WALKING. Suddenly, I bumped into a man. "Sorry," I said. "No worries. Nice smell from your coffee," he said. As I reached out and clamped my jaws around his throat. He pushed me away and I fell on a hidden treasure. A treasure guarded by a dragon named Glenn-Conny. The dragon was bright purple, he stared into my eyes. "Where do you wanna fly?" he asked me.

It was such a bright sunny day and then I saw the glimpse of a unicorn. IT WAS QUITE WEIRD. THOUGHT I TOOK MY PILLS THIS MORNING. Suddenly more and more strange creatures appeared from the dark and the shadows were split apart by the rays of clarity when the sun began to break through the veiled heavens upon us...

Once upon a time there was a tired woman who waited on the bus. Then her phone rang. TO HER BIG SURPRISE IT WAS JUSTIN BIEBER WHO WANTED THE NUMBER TO KANYE. He wanted to buy a dachshund, but not just any dachshund. PREFERABLY ONE WITHOUT LONG LEGS AND SWAG.

It was a cold and sunny day in the beginning of March. BUT THEN IT STARTED RAINING. Severus Snape snapped his fingers and there was sun again.

on this gorgeous day I WISH I COULD FIND A WAY TO LICK MY ELBOW, but I can't and it makes me very confused because I HAD A PENGUIN THAT COULD SEE THE FUTURE. But Batman showed up and SO DID MY BUS.

It was a lovely sunny day in Umeå, and then I SAW A MAN LOOKING AT ME WITH A KNIFE IN HAND, but I was wrong, because the knife was made out of chocolate. And then Willy Wonka came and gave me a ticket to his chocolate factory. But suddenly, a guy appears... OH SHIT, I MISSED MY BUS.

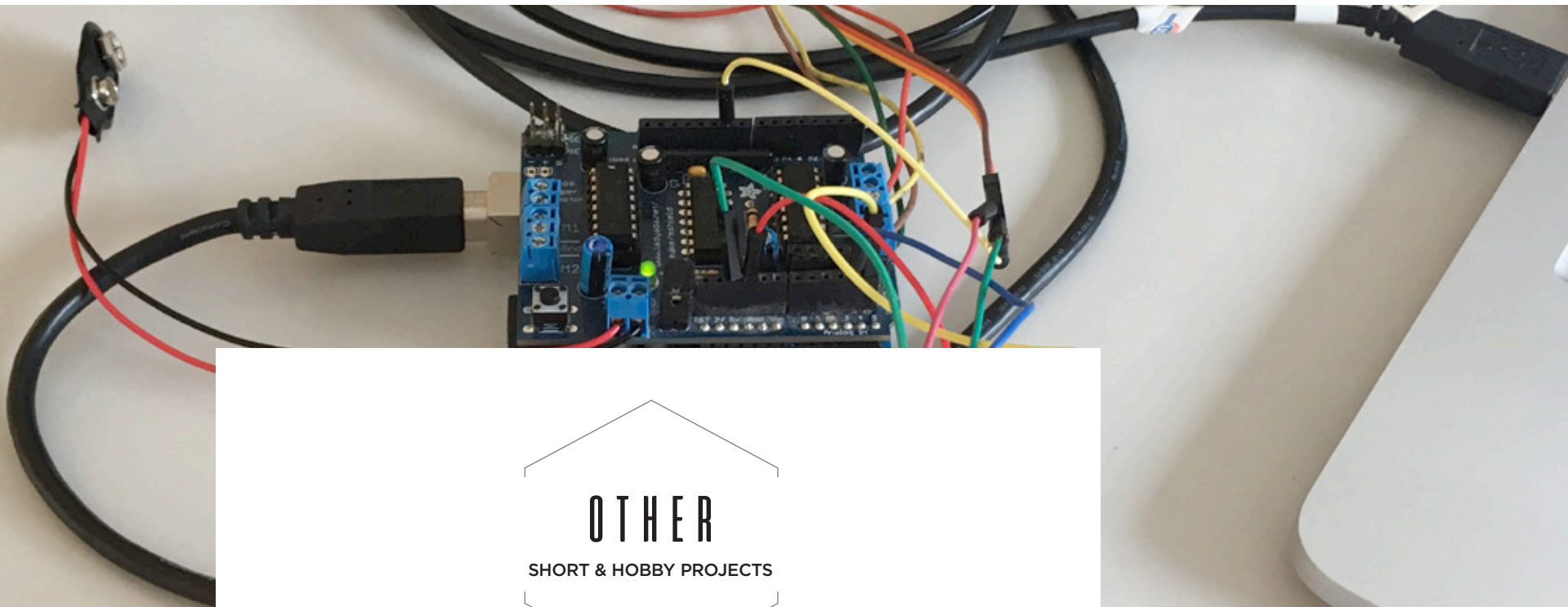
It was cold but sunny day, the bus would arrive soon. I THINK I SAW AN ELEPHANT IN THE CLOUD BUT IT VANISHED. The elephant cloud was gone and the sun was back with some light clouds like a veil on the sky.

My thoughts went to a wedding I just attended. It was a beautiful wedding and everyone was happy! Love is a beautiful thing.

THEN I SAW THE BUS LEAVE... I had just missed my bus. But then, I realized it was only a dream and I am stuck in bed with my bunch of papers to do. (Ad-freak! :))

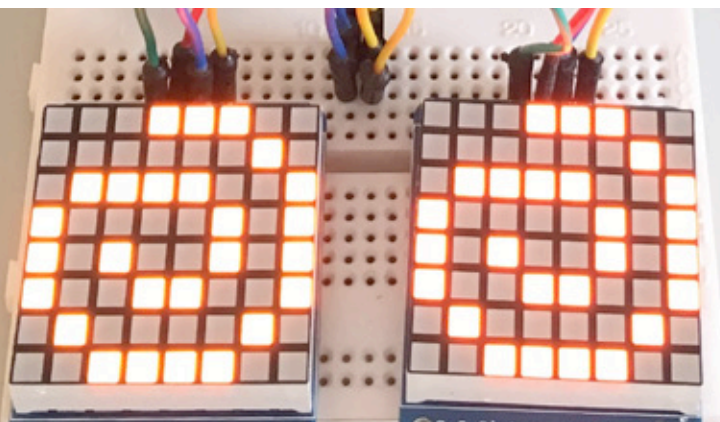
POSTER WITH ALL THE STORIES WRITTEN BY PEOPLE ON THE BUS STOPS





# OTHER

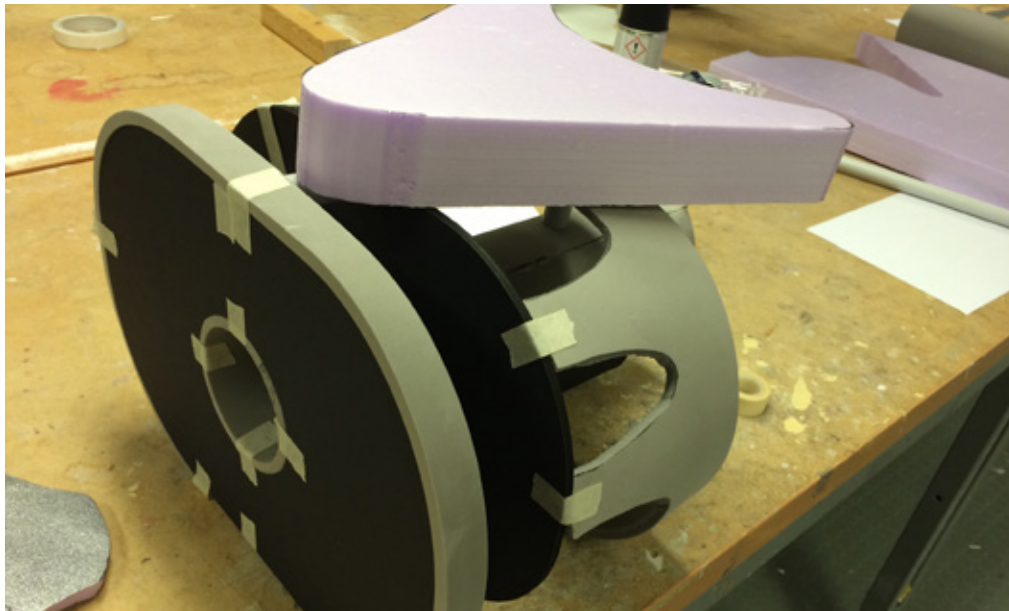
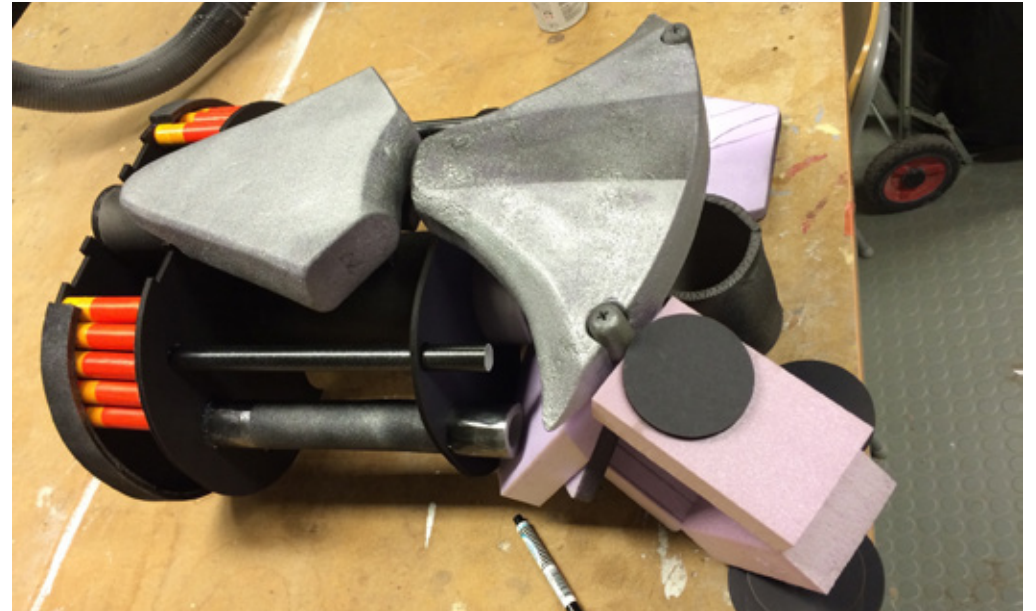
SHORT & HOBBY PROJECTS





# OFFICER VI GAUNTLET

COSPLAY PROP MAKING / 2015  
2 WEEKS



READ FULL STORY  
OF HOW I MADE  
THE GAUNTLET



# SKYRIM STUDDED ARMOR

COSPLAY / 2017  
1 WEEK



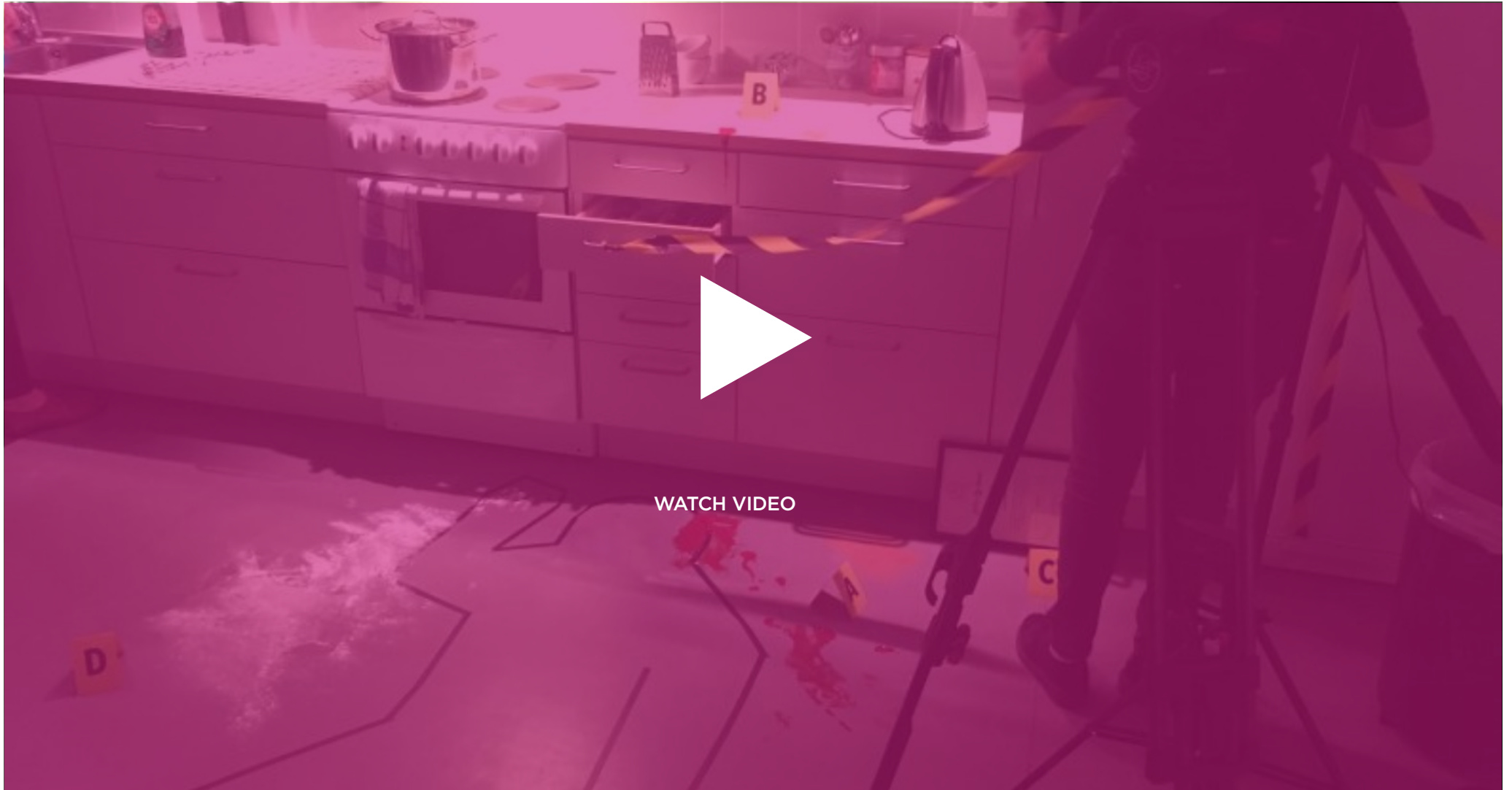


# RASPBERRY PIE

SHORT FILM / 2017

2 DAYS

UMEÅ INSTITUTE OF DESIGN



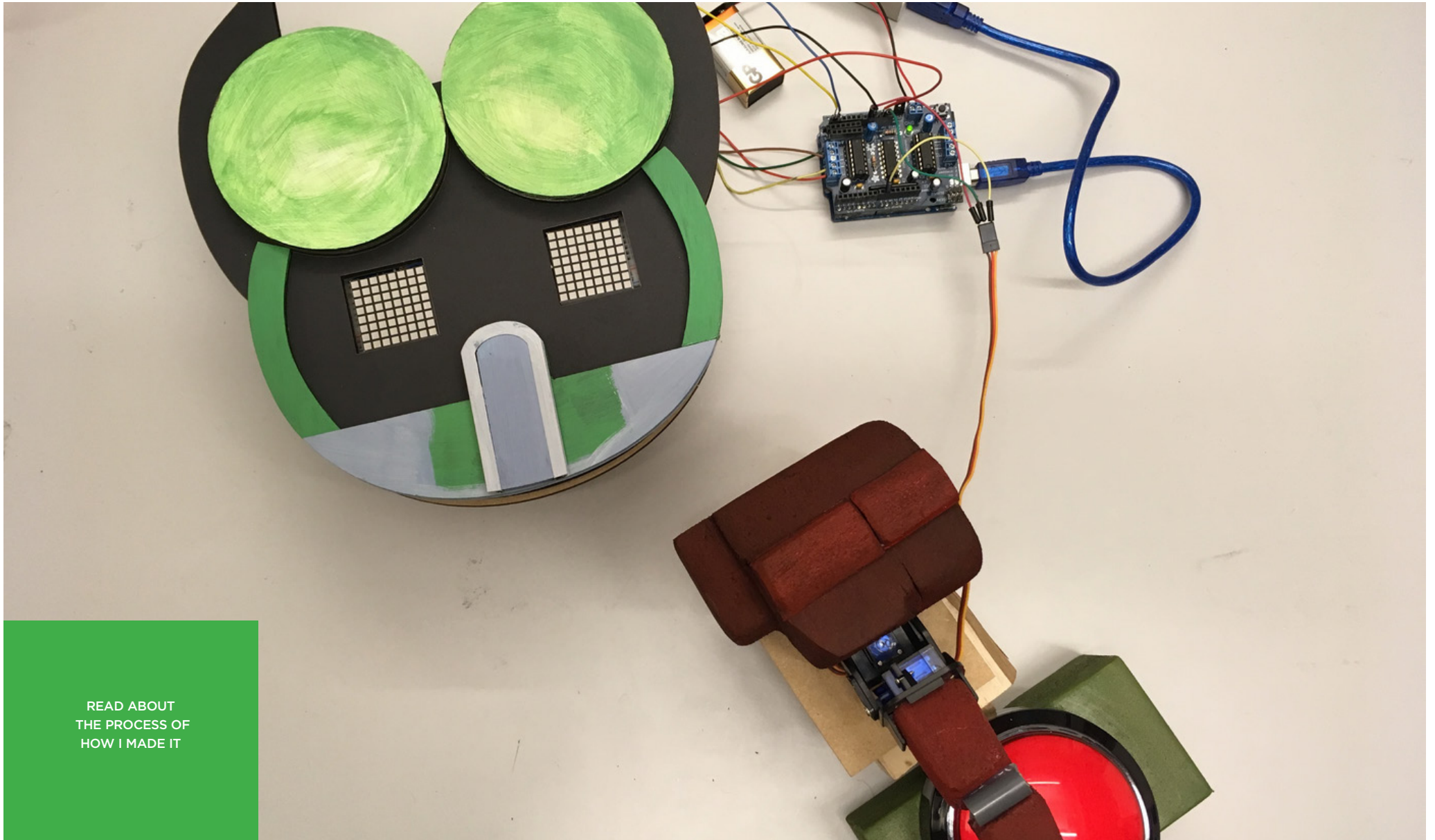


# OMEGA SQUAD VEIGAR HEAD

ARDUINO / 2017

2 DAYS

UMEÅ INSTITUTE OF DESIGN

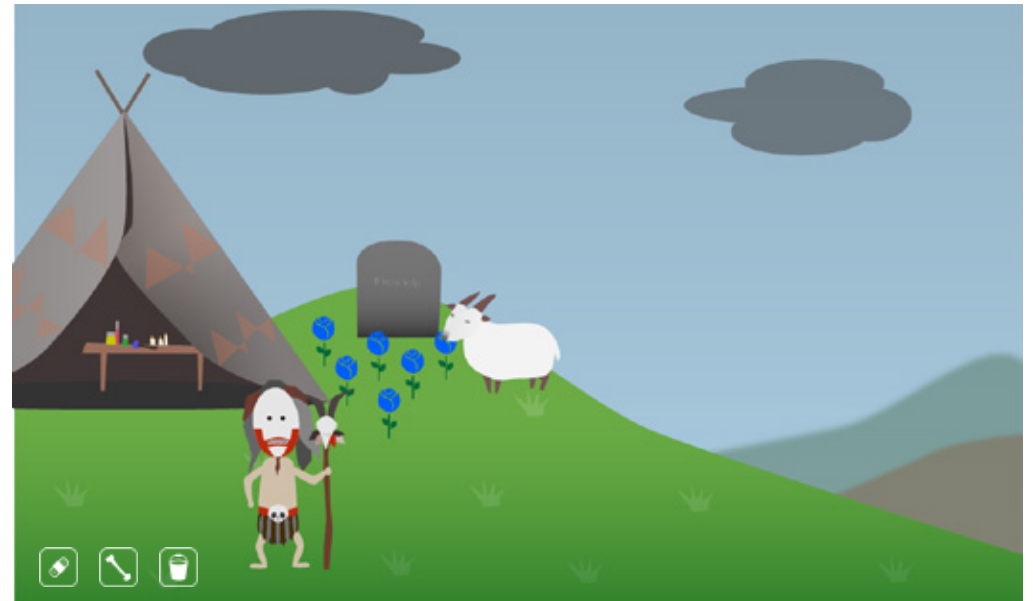


READ ABOUT  
THE PROCESS OF  
HOW I MADE IT



# VOODOO LIFE CYCLE

ILLUSTRATION / 2016  
2 DAYS  
GLOBAL GAME JAM





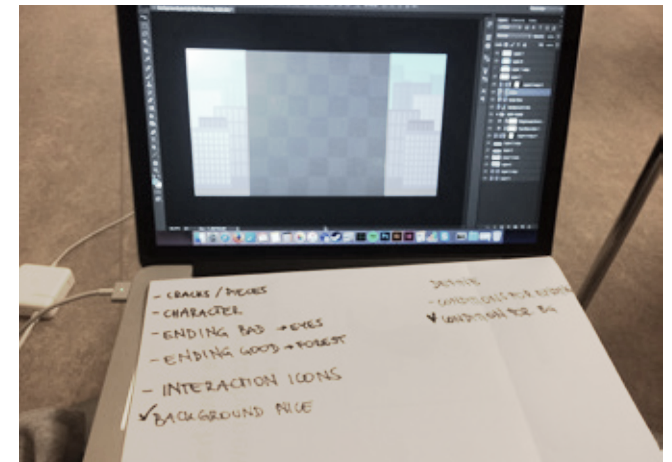
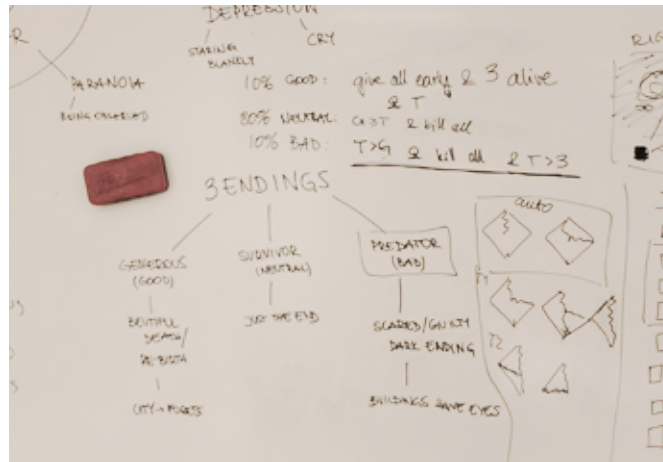
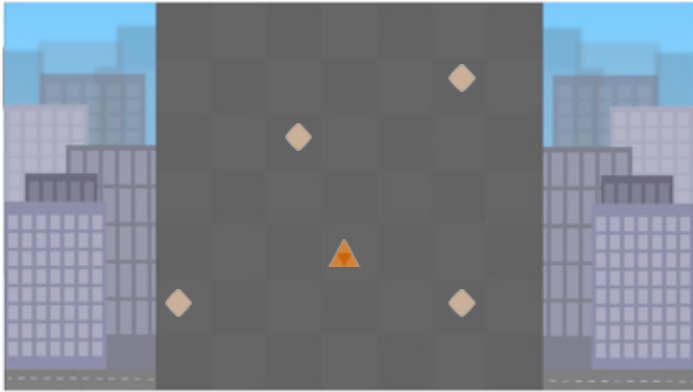
# TIME VS. ACTION

GAME DESIGN & ILLUSTRATION / 2016

2 DAYS

EMOTIONAL GAME JAM

Game jam theme: *Every breath brings us closer to death... those eyes...*







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