




Josef Strapáč

PRODUCT DESIGNER

 37 years
13 yrs of experience

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 Brno, CZ

EDUCATION

Bc. title
2003–2006
FIT BUT, Bachelor's programme
Information Technology

2006–2009
FIT BUT, Master's programme
Information Systems

MSc title
2010–2012
FBM BUT, Master's programme
MSc in Business and Informatics

 josefstrapac

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EXPERIENCE

2017–present — PHONEXIA — UX, UI

I help design a solutions for the presentation of speech processing technologies. As UX designer in group with developers, marketers, salesmen,... I was responsible for (1) UX research of end users, technologies/business requirements. Ideation and proposal of solutions. (2) Prototyping using pen&paper / Figma / Sketch prototypes and their validation. (3) Delivering UI mockups / assets.

2008–2018 — Q2 Interactive — UX, UI, branding, devel

I went through various positions earning a lot of experiences. (1) I made web designs, corporate identities, introduced responsive web design. (2) Later led projects from initial assignment through wireframes, UI and controlled results of developers.

2016–present — VACS — UX, UI, Design system, devel

Simple webdesign evolved into robust system which needed overall remake: (1) Revision of all UI components. (2) Chose Fractal as robust tool for creating and managing styleguide and component library. (3) Everything was remade using atomic design and mobile-first approach to deliver modular and consistent components.

2018 — OutdoorTrip iOS app — GetOne, Dark Side — UX, UI

Booking and managing trips around the world for iOS devices. My role was (1) UX consultant for design process (suggestions for questions to client, helping with UCDC, sketches, UI design). (2) Initial paper sketches and UI designs / prototypes with Sketch.

2016–2017 — BankSim — ineo, GetOne — UX, UI

Simulation of a banking system with complex flow of tasks. My role was: (1) collecting expectations about overall visuals and behaviour, clarification of technical constraints (development language and big-screen touch display). (2) Ideation and discussion about app layout and content. (3) Early testing of proposed solution on touch TV screen. (4) Delivering UI assets.

SKILLS

UX / UI Design
Prototyping
Branding
DTP
Frontend development
WordPress

TOOLS

pen & pencil
Figma
Sketch
Adobe CC (Ai, Id, Ps, Xd, Lr)
Zeplin, Avocode, InVision

LANGUAGES

Czech
English

HOBBIES

Tai Chi
Books & movies
Travelling