Maj Gajšek

A UI/UX designer who can code websites.

SUMMARY

Hello, I'm Maj Gajšek. A UI/UX designer who can code websites. I design and create stunning websites that attract customers and deliver results. I Actively follow the latest trends in the field of user experience design and web development. I am eager to further upgrade my knowledge of programming and advance as a developer. I enjoy working as a part of a team and am always keen to learn from other developers.

EXPERIENCE

PJU oglaševanje d.o.o

Niftify

The Dark House Company

Vapowelt.de

Moje Znanje

Prelom

Porsche Interauto

SKILLS

General

Design

Engineering

Education

ADDITIONAL INFORMATION AND PASSION PROJECTS

EXPERIENCE

PJU oglaševanje d.o.o

UX/UI designer: My work involved collaborating with cross-functional teams to develop design concepts, wireframes, and prototypes, for internal and external software. I played a key role in improving the overall usability and accessibility of PJU's analytical products, working closely with developers to ensure that designs were implemented accurately and efficiently.

We developed internal and external tools for managing and automating analytics, attribution, forecasting and content creation.

Niftify

UX/UI designer: My team and I focused on bringing Niftifyes product as a service platform to life. We worked on bringing the product from it's early stages to the MVP stage. In the process we were in constant contact with the product manager and development team.

We developed an e-commerce platform that enables anyone to launch compliant NFT stores and marketplaces from the comfort of their own domain.

The Dark House Company

UX/UI designer: I managed and completed all UX/UI projects from concept to delivery. I was responsible for developing and implementing user experience design, which resulted in a better user experience for new site visitors and increased conversion.

I worked on developing several e-learning products implemented, revised & improved UX methodologies and user flows.

Vapowelt.de

Junior graphic designer: I received project briefs and used graphic design techniques to create logos, banners, and interfaces. Banners, product photos, and other graphic elements are still in use today continuing to provide value and drive traffic.

I worked remotely collaborating with the company Headquarters based in Germany as well as the manufacturing department based in China. I created several design concepts and presented them. I later received feedback and created revisions.

Moje Znanje

Instructor of graphic design theory: I created several online courses in the adobe suite. My courses were live and were attended by up to 60 users.

I worked on creating localized Slovenian courses covering the adobe suite. I developed e-learning products, which covered essential Photoshop use, advanced Photoshop use, essential Illustrator use, and advanced Illustrator use. I created a curriculum spanning 8 chapters and supplied work files and several homework assignments.

Prelom

Junior graphic designer: I assisted in the creation of new brand identities. I designed print and digital brand assets for their use.

I took part in the discovery phase meetings where I listened in and helped connect the conveyed core brand values with graphical assets, which I later created.

Porsche Interauto

Freelance graphic designer: Participated in several creative briefs. I created print marketing assets that were later distributed to their user base spanning more than 3000 users.

Through an in-person meeting with the client, we decided on a design and print direction which was later made by me into a brochure that printed more than 3000 copies.

SKILLS

General

• UI/UX • Web3 • User Research • Storyboarding • Wireframing • Design Sprints
• Usability Testing • Branding • Frontend Dev •

Design

• Adobe Creative Suite • Sketch • Figma • Keynote •

Engineering

• HTML/CSS • JavaScript • jQuery • Git • Command Line •

Education

teamtreehouse.com

Front End Web Development

Faculty of Natural Sciences and Engineering

B.A.Graphic and media technology, Focus in Design.

ADDITIONAL INFORMATION AND PASSION PROJECTS

Currently working on The Designed & Developed series.

The Designed & Developed series or the "D&D" to put it shortly focuses on displaying my workflow process in which I create a website starting with essential branding, wireframing, and UI/UX designing implementation and finishing with writing the entire project in code.