

Matjaž Muhič



UX/UI Designer

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BIRTHDAY 03 October 1990

01 PROFILE

I am a UX/UI designer, with a passion for CSS & video games. I love developing useful solutions and improving the experience of users in any given situation.

02 EXPERIENCE

Mar 2019 – Present

Lead UX/UI Designer at Arnoldvuga, d.o.o.

I returned to a new position as the Lead UX/UI designer. The agency started to expand and develop into a full service agency. My tasks mainly consist of designing user experiences and user interface for clients, testing my solutions and making sure they were correctly implemented.

Oct 2017 – Feb 2019

UX/UI Designer at Viberate, d.o.o.

Worked as full on UX/UI designer at Viberate d.o.o. My tasks included improving the platform as well as collaborating on further product development. During my time there I gained skill with usability testing, user interview, and implementation of my findings into the user experience of the product.

Mar 2016 – Sep 2018

Graphic Designer at Arnoldvuga, d.o.o.

My first real job, worked as a junior designer at a then advertising agency. I came to know the basics of efficient time management and working under pressure here. My work consisted of branding design, social media post design, and also UX/UI designs for blockchain companies.

03 EDUCATION

Oct 2014 – Present

Master's of Graphic Communications (unfinished)

Faculty of Natural Sciences and Engineering, University of Ljubljana

After completing my Bachelor's of Graphic Communications i decided to pursue more knowledge with the master's program. I gained additional knowledge in Innovative thinking, quality control, business strategy and of course design. During this time I was a part of the Erasmus program, where i studied in Lisbon, Portugal.

Oct 2010 – Sep 2014

Bachelor's of Graphic Communications

Faculty of Natural Sciences and Engineering, University of Ljubljana

My first steps into the design world. I learned the basics of Typography, Color Theory, 3D Design, User Interface Design, Video Editing, Photography and Packaging Design here. As well as a lot of teamworking skills and presentation skills.

04 SKILLS

User Research	● ● ● ● ●	User Scenarios	● ● ● ● ●
User Personas	● ● ● ● ●	User Flow Mapping	● ● ● ● ●
Usability Testing	● ● ● ● ●	UX Writing	● ● ● ● ●
Wireframing	● ● ● ● ●	Prototyping	● ● ● ● ●
User Interface Design	● ● ● ● ●		

05 HOBBIES

Snowboarding, Weightlifting, Video Games, Cycling, Electric Guitar

06 LANGUAGES

Slovenian	● ● ● ● ●	English	● ● ● ● ●
Serbo - Croatian	● ● ● ● ●		

07 REFERENCES

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ELES, d.o.o.

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07 REFERENCES

Jan 2019 – Feb 2019

DESIGN RULES: Principles + Practices for Great UI design at Udemy.com