

Butterfly Effect

PRACTICAL EDUCATION FOR DIGITAL BUSINESS



Daniel Kušnirik

UX/UI Designer



successfully completed Butterfly Effect - a six month development program, where he and his team created a mobile app Melberry from idea to launch.



Daniel is a UX designer who cares about users' needs, pain points and their motivations for adopting a product. During the five month program, he learned how to step outside his comfort zone and gained an understanding of the importance of doing quantitative and qualitative research. This was proven by the way he applied his expertise to his work and the results he was able to achieve. While solving design problems he often cooperated with other developers, analysts, and company stakeholders. He also talked to users and then searched for ways to translate and implement these insights into the end product.

Michaela Kočiová, Head of Design @sygic

Daniel was a great asset for his team. He did his job quickly and responsibly. What I appreciated the most was his personal input and involvement that brought new ideas to the team. Daniel is a fast learner which made the cooperation smooth and enjoyable. Based on my experience during common cooperation I can recommend Daniel for any innovative project, but I believe he will set up his own studio in the future. He has all what he needs for it – great design skills, drive and spirit of adventure.

Baška Klimek, Labmaster @butterflyeffect

30.6.2018

Date

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