

Marija Popeska

UI/UX Designer and developer

marija.popeska@gmail.com Portfolio : www.marijapopeska.com Linkedin : Marija Popeska

I studied Architecture before moving into UX Design and Frontend Development. My background taught me to pay attention to details and think about how people interact with the things around them.

Today, I enjoy designing digital products and turning ideas into clear, easy-to-use experiences. I work with Figma, Next.js, React, SvelteKit and Tailwind CSS, and I like being involved in both design and development.

I'm always curious to learn new things and improve the way I work.

EXPERIENCE

UX Designer | Daysketcher

Daysketcher — February 2025 – Present

- Working as a UX Designer at Daysketcher, where I have been involved in designing the application from the very beginning.
- I contribute to shaping the product and building its user experience, from the initial ideas and structure to the design of its features and interface.
- Working on the UX design of the application from the early stages of the project.
- Defining user flows and structuring the experience to make the application clear and easy to use.
- Creating wireframes and designing the user interface.
- Collaborating with the team to turn ideas and requirements into practical design solutions.

UX Design and Development (Intern)

G+D Netcetera — August 2024 – November 2024

- During my internship at G+D Netcetera, I had the opportunity to work with both the UX and Development teams. I got to see how design and development come together and how ideas turn into working features.
- Created reusable UI components using Svelte and Tailwind CSS, making sure they followed the design and worked across different screen sizes.
- Worked closely with designers and developers, sharing ideas and discussing ways to improve the user experience.
- Took part in Agile sprints, team discussions and sprint planning, using Jira to follow tasks and Bitbucket to manage code.
- Tools: Svelte, Tailwind CSS, HTML, JavaScript, Jira, Bitbucket, Figma

EXPERIENCE

Architect

Civil Engineering Institute of Macedonia

2018 -2022

- Worked on residential and commercial architecture projects, focusing on creating functional spaces that are both practical and visually appealing.
- Prepared project documentation and worked closely with technical teams throughout different stages of the projects.
- Took part in planning and developing design solutions, paying attention to details, functionality and the needs of the people who would use the spaces.
- Developed a better understanding of how people interact with their surroundings, which later influenced the way I approach UX design.

Tools: Autocad, 3dsMax

UI/UX Designer (Intern)

Artistika Digital Agency

May 2018 - October 2018

- Worked on different UX/UI projects, focusing on creating clear and easy-to-use interfaces.
- Took part in user research and testing to better understand user needs and improve design decisions.
- Worked closely with senior designers on wireframes and high-fidelity prototypes.
- Used Figma and Adobe Illustrator to explore design ideas, create layouts and develop visual concepts.
- Learned more about the design process through hands-on work and collaboration with experienced designers.

Tools: Figma, Next.js, TailwindCSS

SKILLS

UX Design and Development

- **User-Centered Design:** Creating personas, empathy maps and user journeys based on user needs.
- **Team Collaboration:** Working with designers and developers to bring designs to life.

Tools

Figma, Illustrator

Web development

HTML, CSS, JavaScript , React , Next.js , SvelteKit, TailwindCSS

Languages

English

EDUCATION

Faculty of Architecture - Master of Architecture

ss. Cyril and Methodius University Skopje , North Macedonia

2014-2020