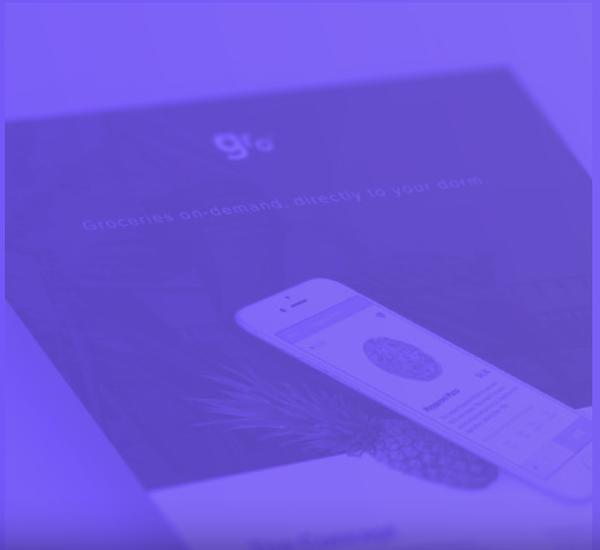
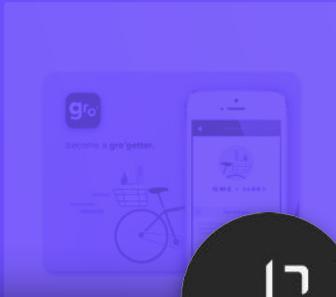
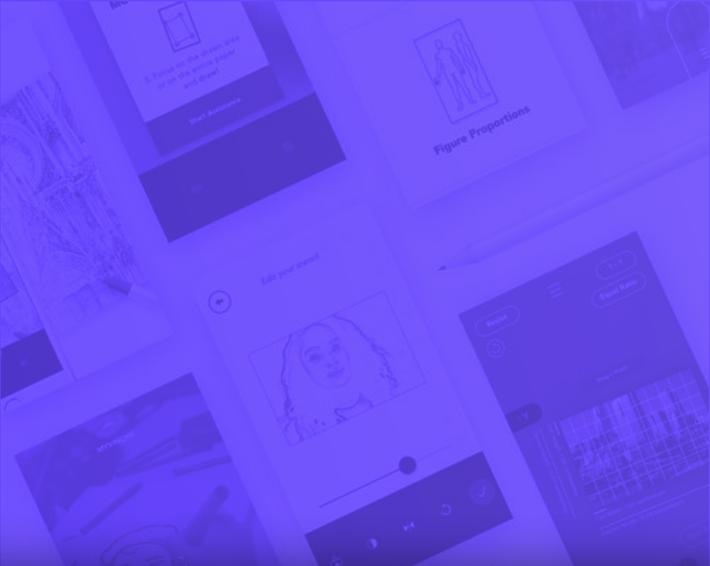




Portfolio

Selected projects

2016-2017



I'm Julian Praest.

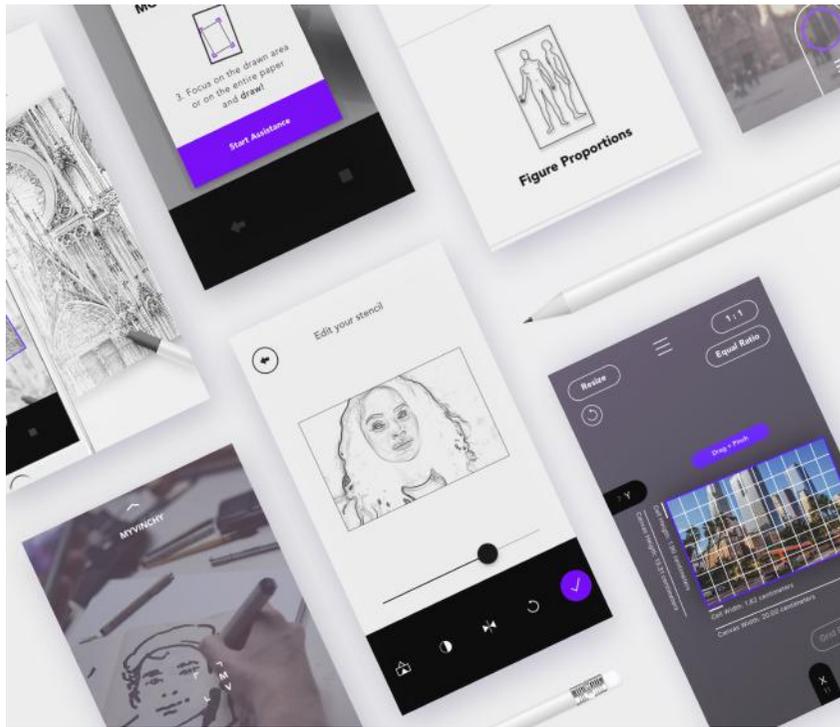


*I'm interested in creating **useful and desirable** digital products.*

While studying design, I found my passion in creating, designing and coding Software. After graduation, I'm now currently completing my information systems degree to extend my knowledge in Software Engineering and Systems Management.

[View my projects](#)





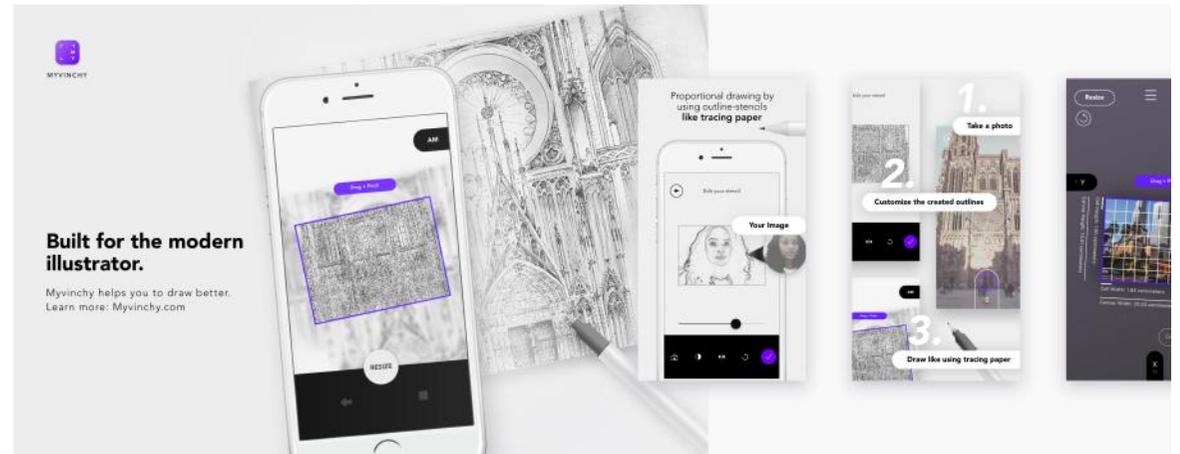
Myvinchy



iOS App

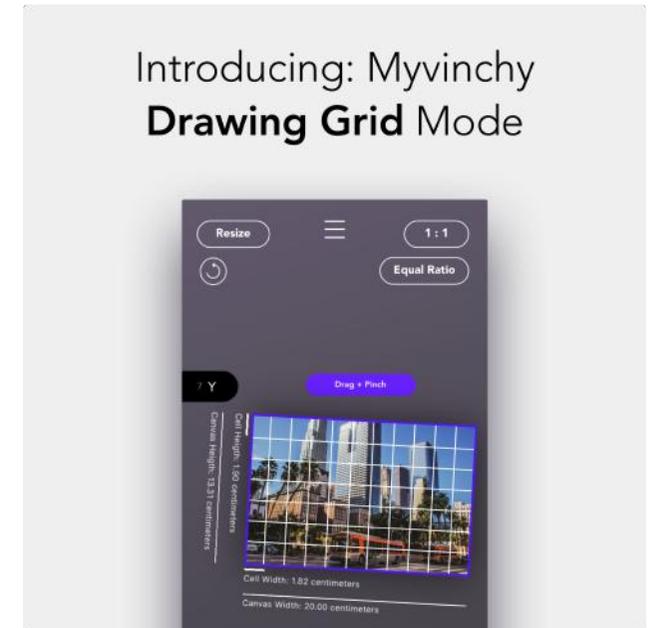
Myvinchy is an iOS Drawing & Painting tool, that I started developing in January 2016 and published in November 2016. Myvinchy helps the user to draw proportionally correct using Augmented Reality, a Drawing Grid Mode, various drawing templates and a system, that creates outline stencils from pictures, that are being layed over the canvas while drawing / painting.

Web: <http://Myvinchy.com>

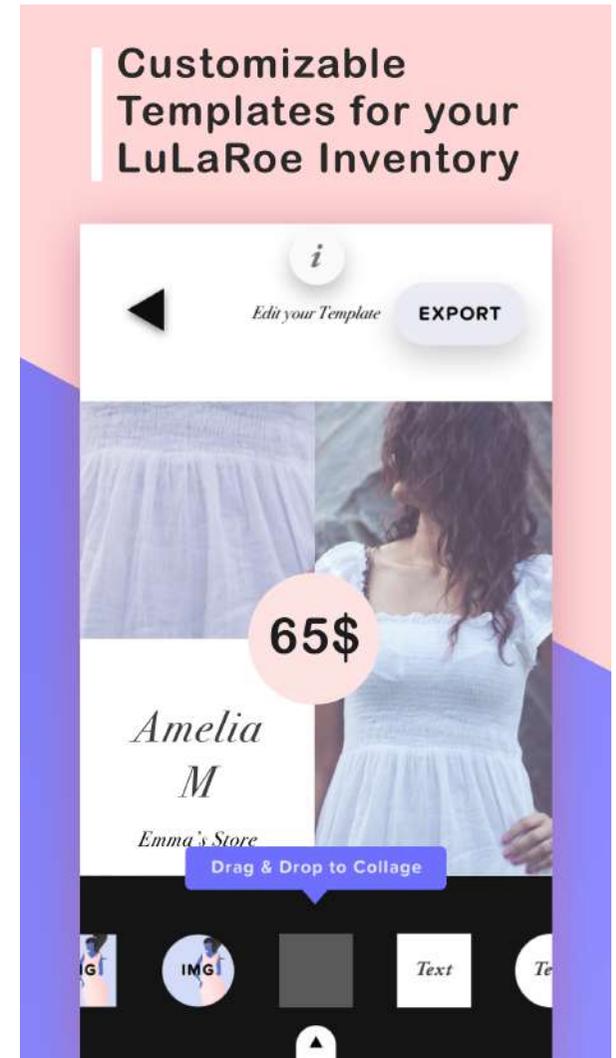
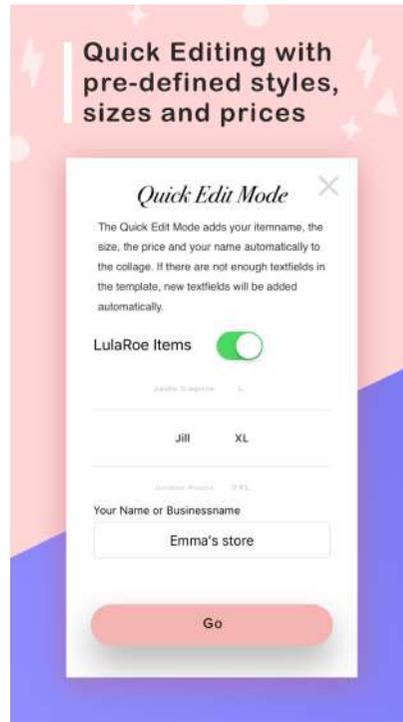
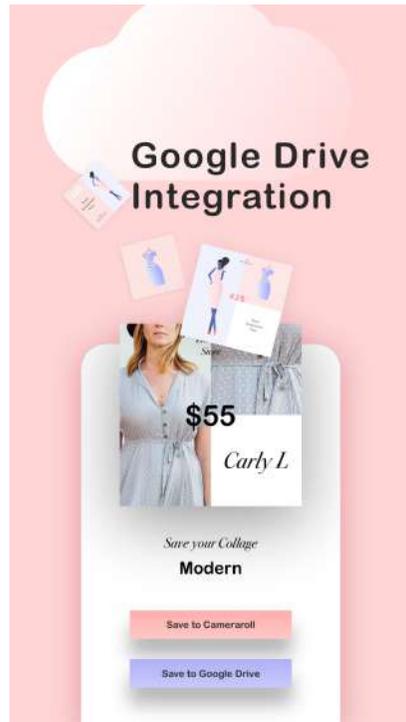
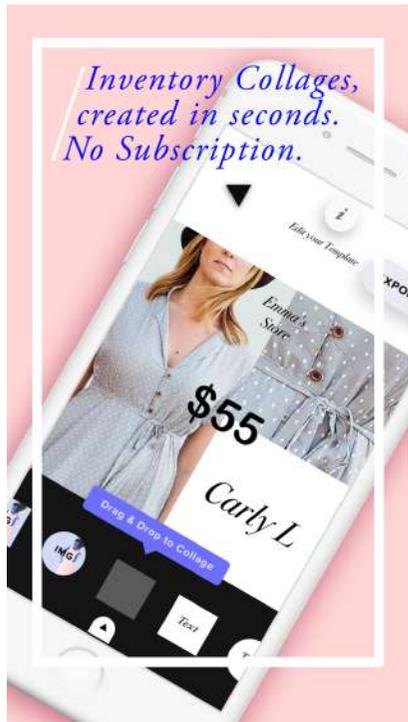


“Overall I am very pleased with your product and will be recommending this to many of my artistic peers as well as those that wish to learn how to draw while using an awesome ‘cheater’ tool.”
- user via email

“The app itself seems great for anyone doing illustrations.” - user via email



“Exactly what I was looking for, very useful grids. No problems so far.” - user on the Appstore



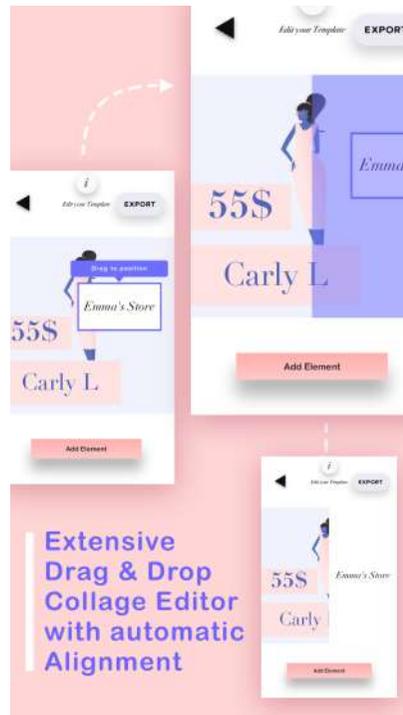
BTQÉ

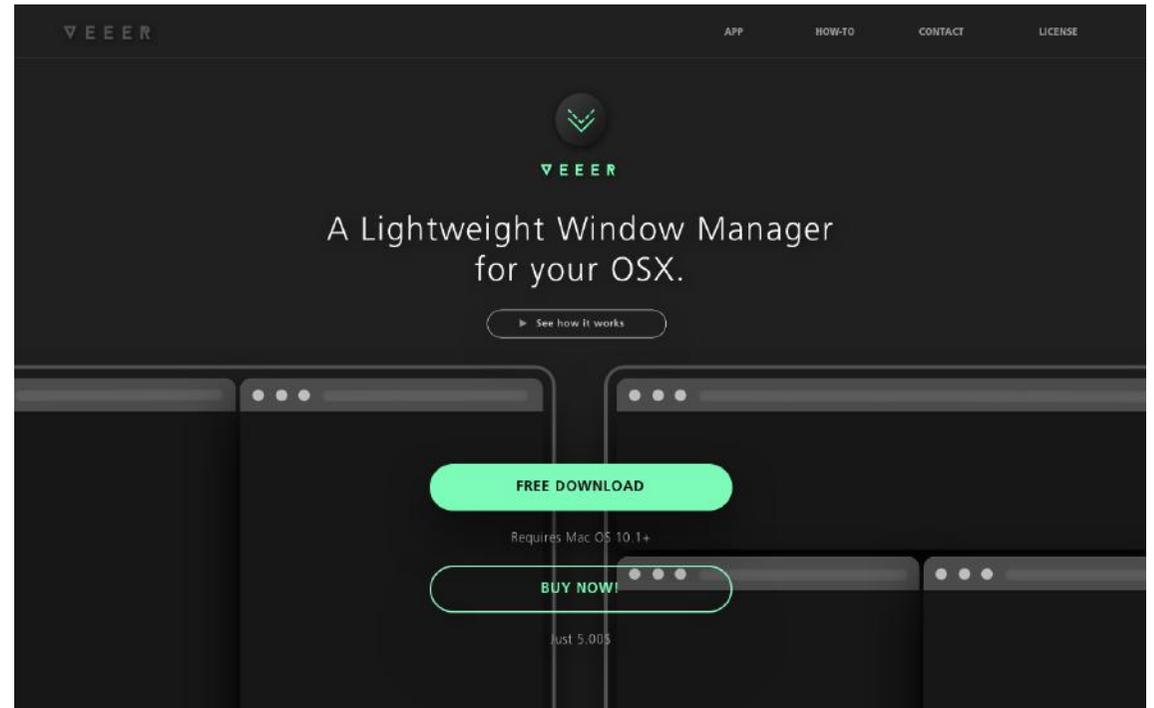
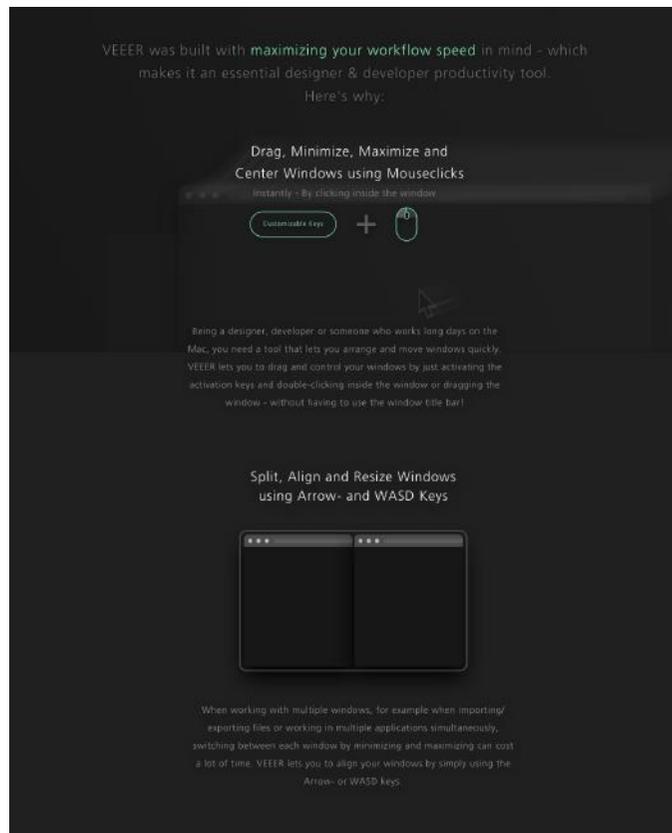
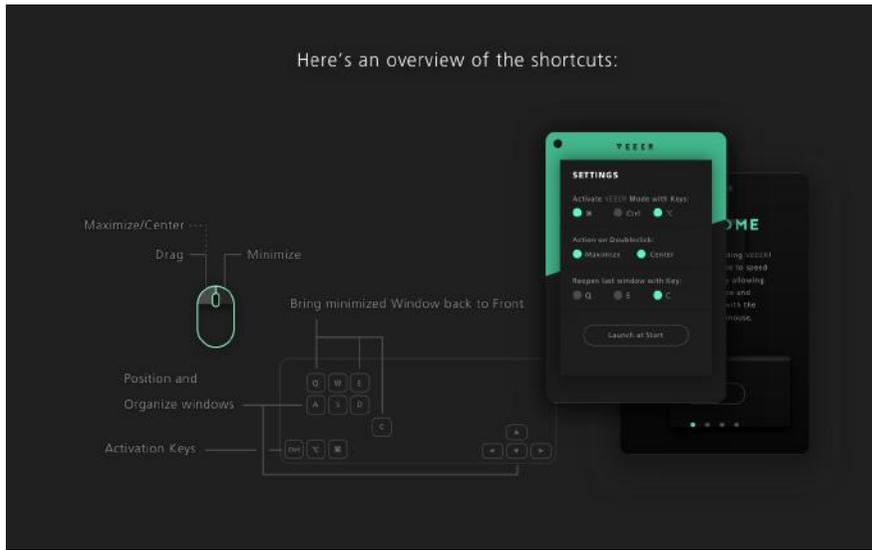


iOS App

BTQÉ is an iOS Collage Creation tool for fashion consultants, that I started developing in April 2017 and published in May 2017. BTQÉ lets the user create collages using a drag & drop editor with auto-alignment functionality. The collages, which are used to sell fashion items, can be exported to Google Drive & Cameraroll.

Web: <http://apple.co/2qCpViB>



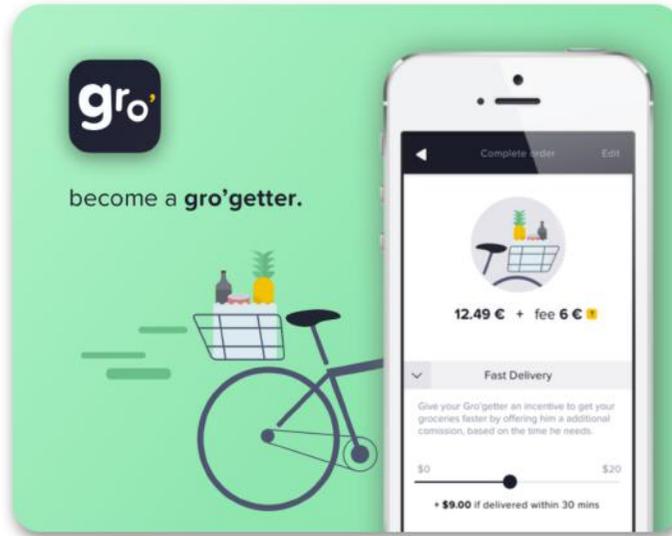
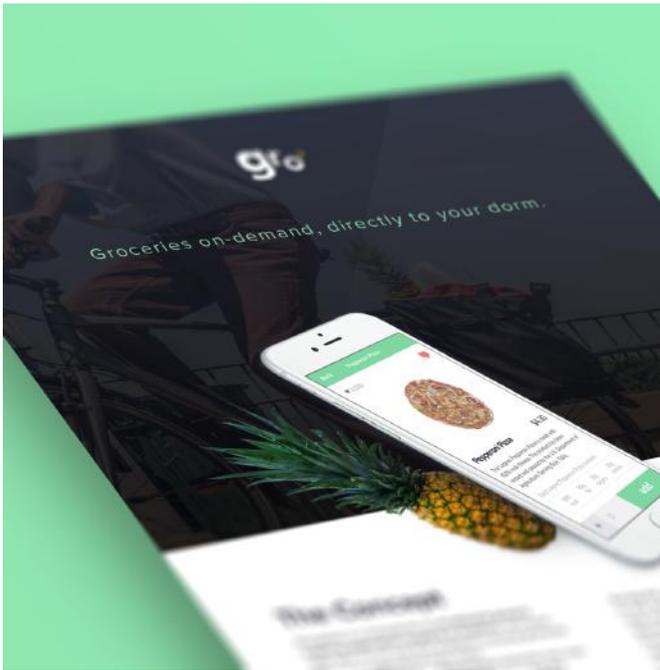


VEEER



OSX App

VEEER is a window management application for the Mac, that I developed in the past 3 months. VEEER will be launched outside of the Appstore in April/May at: <http://Veeer.io> (website might be under development at the time of request)



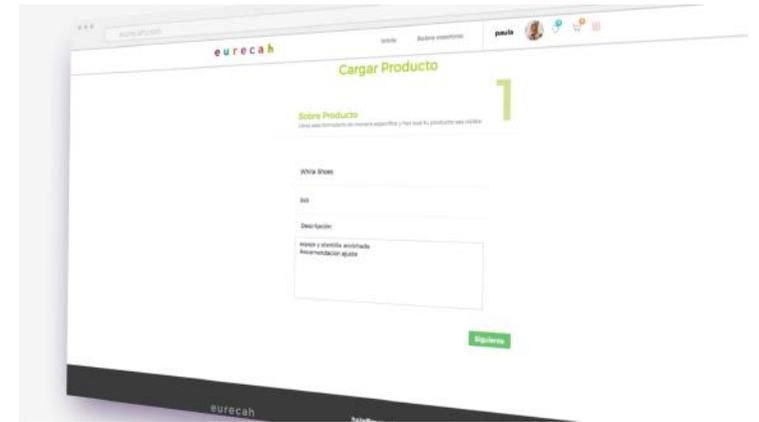
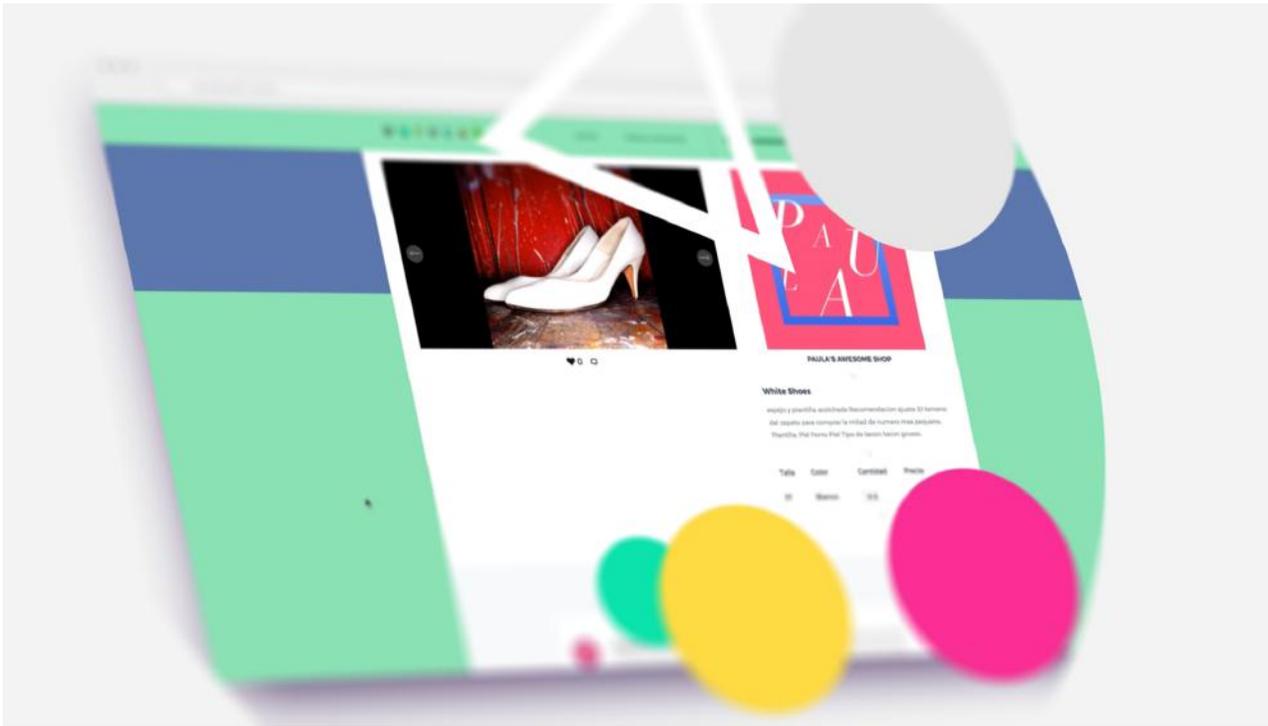
Gro'getter



Concept

Gro'getter is a concept for an on-demand grocery ordering application targeted at students, who have little time, no car and thus problems carrying groceries from their supermarket back home. View the entire concept and process at: <http://joolean.io/work/project-grogetter/>





Eureka.com - Explainer Animations

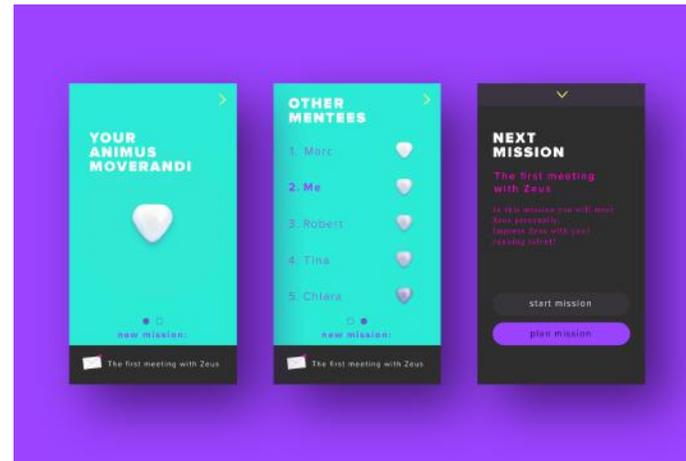
Animations

For the american e-commerce startup Eureka I created animated videos, that show the ui-screenflow and instruct the viewer on how to perform specific tasks - such as signing up or selling a product. In order to animate the large number of triangles in the beginning sequence, I used the "generative-design" program Processing.

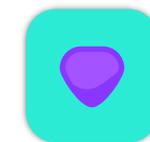
The animations can be viewed at:

http://jolean.io/work/eureka_explainer_videos/

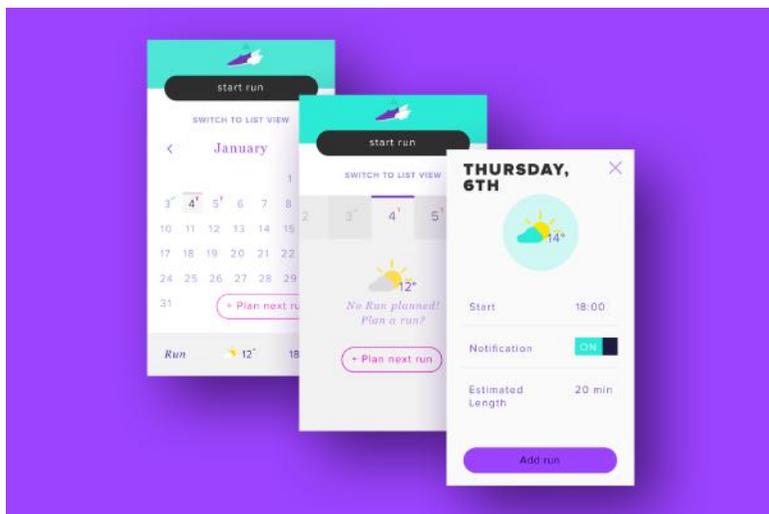




CURRO



Concept



Curro is an interaction concept for a mobile running-application, which I created in 2016 as my bachelor thesis project surrounding the topic of “Wearable Computing in Sport”. Based on intriguing storytelling- and gamification-elements and far from the data- and metric-driven world of fitness, it takes the user by the hand and introduces him to the imaginative world of the Olymp. Being mentored by mythical figure Hermes, the user embarks on entertaining running “adventures” and gradually learns to “enjoy” his run. Learn more at: <http://republicofletters.design/curro/>

Thanks for viewing my projects!

*Interested in working
with me?*

I'm looking forward to your ideas,
feedback and projects!

Contact me at julian@joolean.io

