

I'm Julian Praest.



# I'm passionate about creating **useful and desirable** digital products.

While studying design, I found my interest in creating, designing and engineering web-based and mobile applications. After graduating design, I completed my information systems degree to extend my knowledge in Software Engineering and started publishing my own apps.

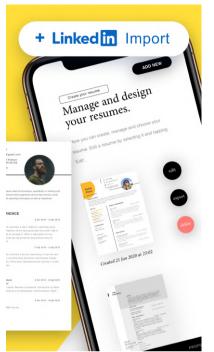
View my projects





Create compelling cover letters and resumes in seconds.









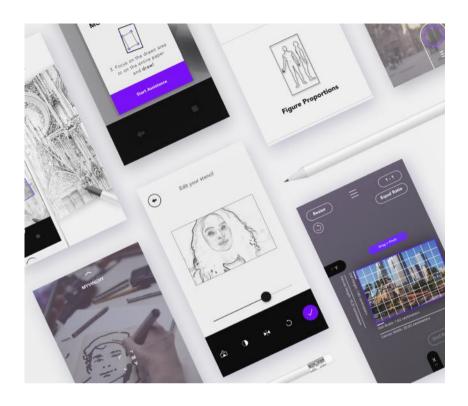




Yoi y

yoi ios App

Yoi is an application that enables the user to design, generate and send resumes and cover letters. Based on the user's individual career profile that he/she creates, the user can switch between different generated and tailored formulations and customize the appearance of the design. The app has more than 4.000 monthly downloads (as of Sept. 2020) and has been featured on the Appstore in May. https://apple.co/2Hm2Hex



### Myvinchy





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





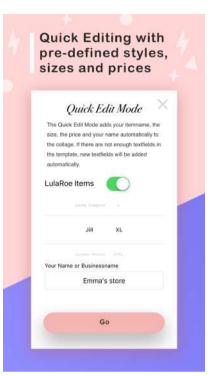




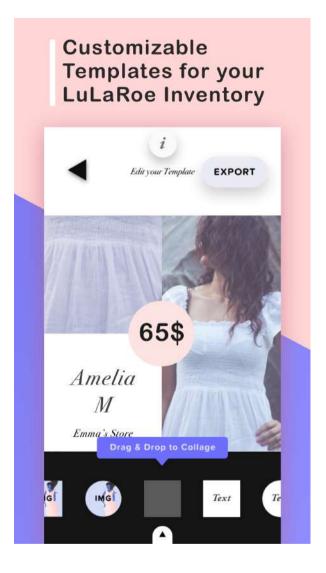


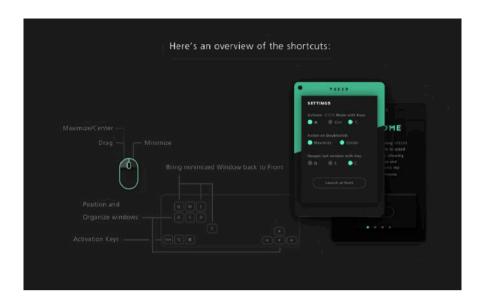
BTQÉ is an iOS Collage Creation tool for fashion consultants, that I started developing in April 2017 and published in May 2017. BTQÉ lets the user create collages using a drag & drop editor with auto-alignment functionality. The collages, which are used to sell fashion items, can be exported to Google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

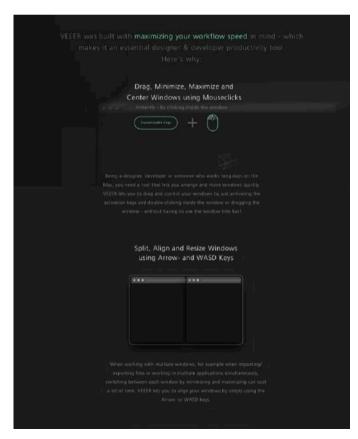
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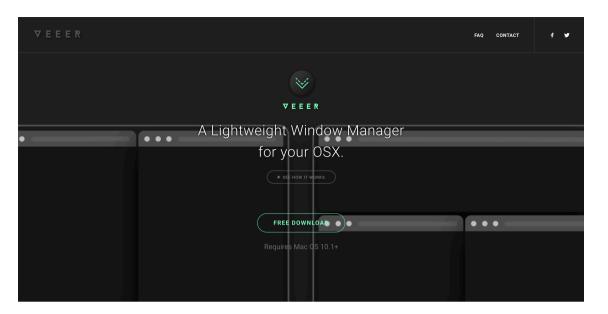
















OSX App

VEEER is a window management application for OS X, which has been launched outside of the Appstore in Q1 2018, receiving over 945 upvotes on Producthunt: http://veer.io

"Just installed it and exactly searched for something like this. I used Magnet before." - user via Producthunt.com

"Great product that worked first time. Drag and drop windows, easy keyboard shortcuts, an actual opening tutorial that makes sense too. Nice." - user via slant.co





## Gro'getter

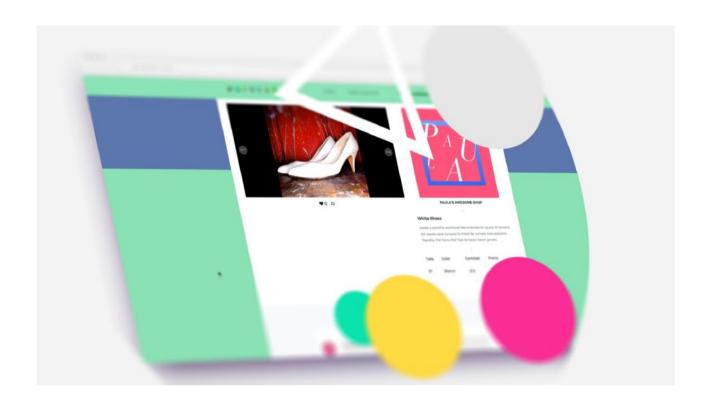


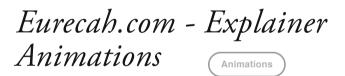


Gro'getter is a concept for an on-demand grocery ordering application targeted at students, who have little time, no car and thus problems carrying groceries from their supermarket back home. View the entire concept and process at: http://joolean.io/work/project-grogetter/





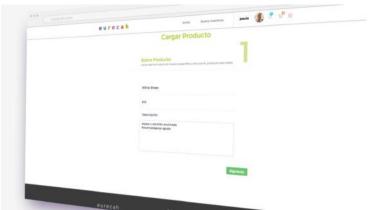




For the american e-commerce startup Eurecah I created animated videos, that show the ui-screenflow and instruct the viewer on how to perform specific tasks - such as signing up or selling a product. In order to animate the large number of triangles in the beginning sequence, I used the "generative-design"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

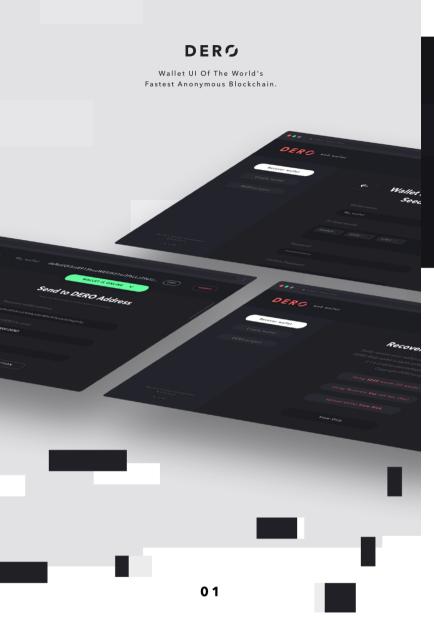
The animations can be viewed at:

http://joolean.io/work/eurecah\_explainer\_videos/

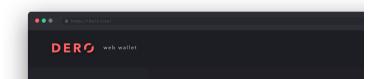


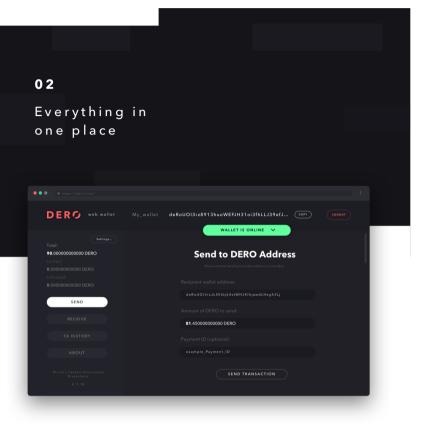






#### PRIVACY BY DESIGN





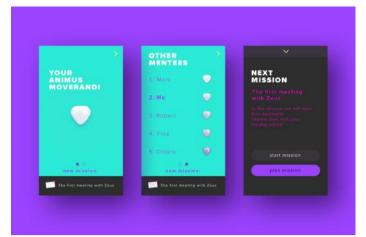
In order to provide an optimal overview, the Dero web wallet features a sidebar and navigationbar that make the most important functions and information instantly visible.

#### Dero

wallet design concept

For the anonymous blockchain (DAG) project DERO I won the first place in the wallet design competition - the design concept got subsequently implemented and released.





















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/

Interested in working with me?

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

Contact me at julian@joolean.io