Complex rules.
Clear products.

LÓRÁNT VALACZKA · SENIOR PRODUCT DESIGNER · PORTFOLIO 2026

ABOUT ME

Lóránt Valaczka

Senior Product Designer · Budapest

I design complex, regulated digital products: banking, insurance and B2B SaaS, and the design systems behind them. My work spans product flows, design systems and developer handoff, and more and more of it is AI-assisted: from design system audits to coded prototypes.

Computer Emporium

MAY 2020 – JUN 2021

ROLE

Graphic & Web Designer

FOCUS

Web design UX/UI design
Frontend development Marketing visuals

Cherrisk (UNIQA Group)

JUL 2021 – JAN 2025

ROLE

UX/UI Designer

FOCUS

Insurance quotation flow
End-to-end purchase journey Mobile app
Web applications Landing pages
Design system

UNIQA Insurance

MAR 2025 – PRESENT

ROLE

Product Designer · freelance

FOCUS

Insurance design system
Sales flow framework
MTPL & Business liability
AI-Casco with NiQA assistant
Newsletter system Website redesign

Stereogram Studio

AUG 2024 – PRESENT

ROLE

Digital Product Designer

FOCUS

Digital banking – web & mobile
Multi-brand design system
Design system audit AI-built prototypes
Payroll platform Developer handoff

EDUCATION

UX/UI Design – KREA Design School (2022–2024) · Graphic Design (2019–2021) · Web Programming (2012–2014) · Communication and Media (2009–2012) · The Odin Project – in progress

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Selected work

Four projects, from client work to my own product. AI runs through all of them — each chapter shows where it helped, and where judgement had to lead.

01 · MagNet Bank

Client project · via Stereogram Studio

Deciding how far to modernise a community bank's app

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02 · UNIQA

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Redesigning the sales process of a classic insurer going digital

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Client project · via Stereogram Studio

Designing business banking around the business, not a private account

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04 · Ground

Own product · 2026

A brandbook goes in, a branded design system comes out

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ALSO INSIDE

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01

MagNet Bank

Deciding how far to modernise a community bank's app

Community bank · Since 1995 · 60,000+ customers · 28 branches

CHAPTER 01 · CLIENT PROJECT

MY ROLE

Product designer via Stereogram Studio. I audited the design system, designed the home screen in two directions, did the handoff and built the motion prototype.

PROBLEM

MagNet's app looked dated next to its bolder web brand, and the bank wasn't sure how much to change. It asked for a new home screen and an audit of its design system.

APPROACH

Audited the system, redesigned the home screen in two directions on one structure, and made both scrollable on the decision makers' own phones.

KEY INSIGHT

The system was sound; the real question was how much of the brand to let into the app.

IMPACT

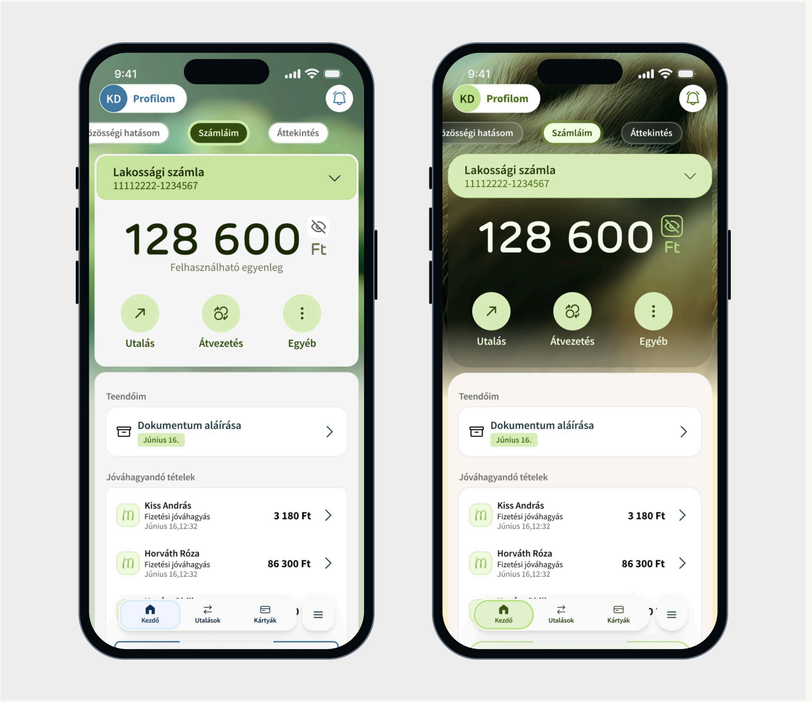
- 850 components audited against WCAG 2.1 AA in three weeks: 47 findings, one critical, no rebuild needed
- Two directions, Standard and New UI, that the bank can ship in steps, Standard first, without touching other screens
- A coded prototype the bank could scroll, not a deck to read
- Delivered in full; MagNet is now planning implementation and working through the audit

TIMELINE

August–September 2026

SKILLS

Design system audit · Accessibility (WCAG 2.1 AA) · UI design · Handoff · Motion prototype · AI-assisted reporting



We gave MagNet two home screens on one structure: a Standard version on today's design system, and a New UI closer to the brand.

INPUTS

Benchmarks of competing bank apps, mainly Revolut · patterns from Mobbin · consulted: András Pop, Stereogram's founder, and the MagNet team

STARTING POINT

The brief was a new home

ITS WEBSITE SAYS SO, BOLDLY

MagNet is a community bank: its customers decide where part of the profit goes and what their deposits are used for. Its website says so, boldly. Its app didn't: a working but dated screen that every session starts on.

IT ENDED UP SETTING THE QUESTION

The brief was a new home: not one screen but three hubs, Accounts, Overview and Community impact, and the navigation that holds them together. An audit of the design system was attached, almost as a formality. It ended up setting the question.



Today's app: every session starts here, and it looks nothing like the brand on magnetbank.hu.



The live magnetbank.hu.

ROLE

UI · DS AUDIT · PROTOTYPE

2026

STEREOGRAM STUDIO

850

COMPONENTS

47

FINDINGS, 23 ACCESSIBILITY

1

CRITICAL

5

PRIORITY FIXES AND ONE STRATEGIC QUESTION

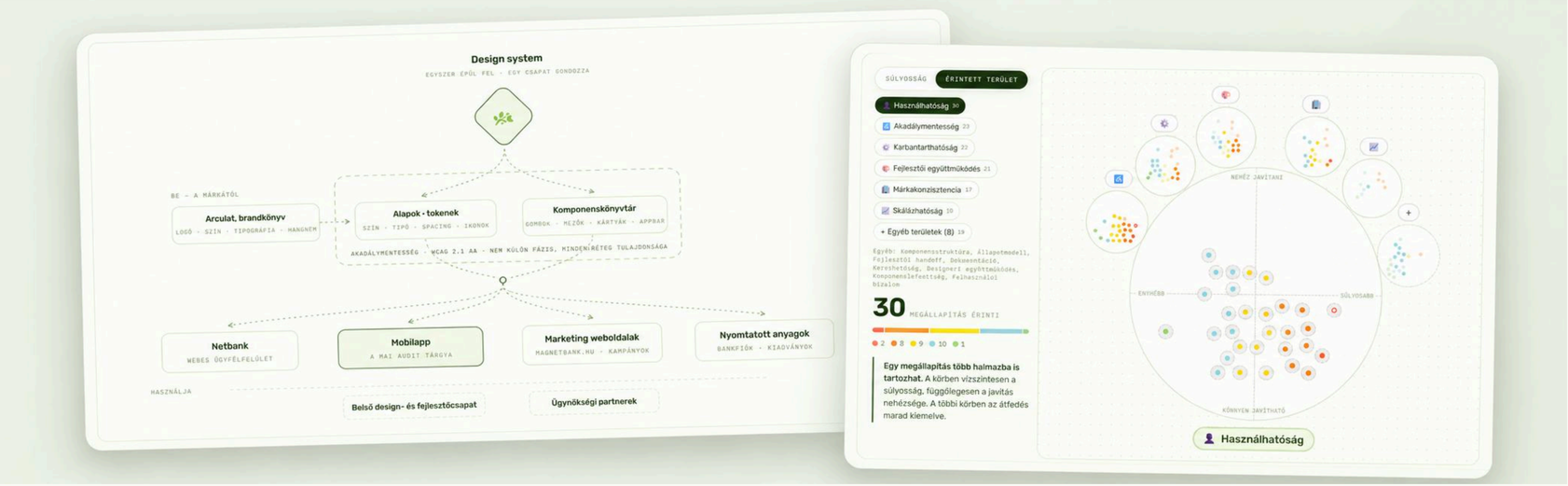
The audit answered a different question

NO REBUILD NEEDED

I went through the system component by component, 850 of them across 80 Figma pages, and checked every colour pair, focus state and touch target against WCAG 2.1 AA. 47 findings, 23 of them accessibility; the one critical was the app bar, where the brand green left the navigation short of contrast. No rebuild needed: the fix is a handful of colour pairs at token level.

THE FINDING THAT MATTERED WASN'T ON THE LIST

The finding that mattered wasn't on the list. The app felt generic next to MagNet's web brand, and nothing in the system stopped it from getting closer. The question was no longer whether the system could carry a modern app, but how far it should go. AI's part: I wrote the findings; Claude fitted them into an audit framework and built the report as an interactive page, filterable by severity and area, with a summary for stakeholders.



From the handoff deck (in Hungarian): the system map, and all 47 findings by area, severity and effort to fix.

ROLE

UI · DS AUDIT · PROTOTYPE

2026

STEREOGRAM STUDIO

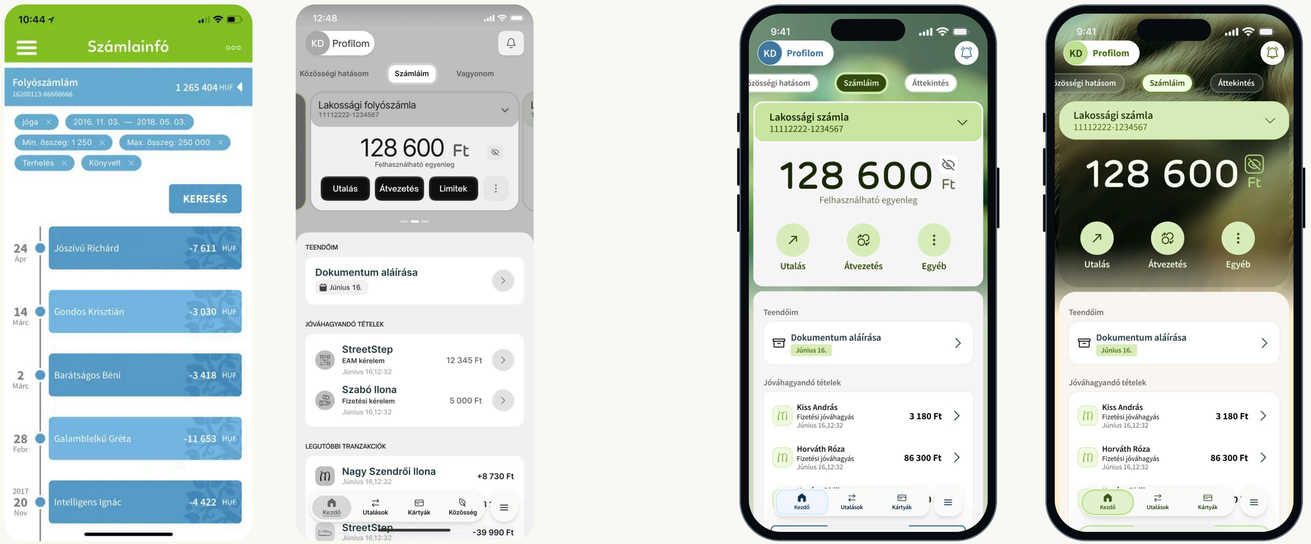
One screen, the rest untouched

LEAVE THE REST ALONE

Modernise the app through the screen every session starts on, and leave the rest alone. Our UX colleague, Csilla Varga, led the research and the wireframes, and the structure came out of that work: the three hubs and the top-bar navigation between them.

WE KNEW WHAT THE SYSTEM ALLOWED

The audit ran alongside the UX phase, so by the time UI started we knew what the system allowed. The handoff covers every state, versioned, and leaves the other screens as they are.



UI PHASE & HANDOFF

TODAY

Current app

The app as it is on the App Store.

DESIGN PHASE

Wireframes

Three hubs: Community, Accounts and Overview.

STEP 1

Standard

On the current design system; other screens unchanged.

STEP 2

New UI

Closer to the brand, guided by the audit.

WORKING STAGE

IMPLEMENTATION STAGE

From the current app through the wireframes to two directions: the three hubs stay the same at every step.

ROLE

UI · DS AUDIT · PROTOTYPE

2026

STEREOGRAM STUDIO

HOME SCREEN

Two directions instead of one

WE DESIGNED THE SCREEN TWICE ON THE SAME STRUCTURE

A home was ordered: three hubs and the navigation between them. Once the question became how much brand, one answer would have made that decision for the bank. So we designed the screen twice on the same structure: Standard, on the current design system, where no other screen has to change; and New UI, closer to the brand, guided by the audit.

THE AUDIT CHANGED THE QUESTION

The proposed sequence starts with Standard, a smaller step on the existing system, followed by New UI when the bank is ready for a bigger change. The audit helped frame the decision; the pace and extent of the rollout remain the bank's call.

STANDARD



Accounts



Overview

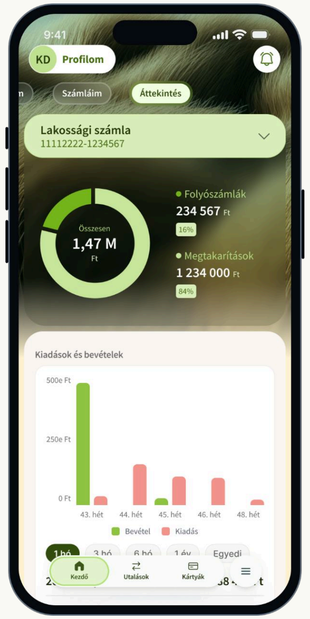


Community impact

NEW UI



Accounts



Overview



Community impact

Accounts, Overview and Community impact in the Standard and the New UI: the same structure in two visual languages.

ROLE

UI · DS AUDIT · PROTOTYPE

2026

STEREOGRAM STUDIO

A decision you can scroll

THE DECISION MAKERS SCROLLED IT ON THEIR OWN PHONES

Motion and patterns live in a designer's head, and static frames can't carry them to the people who decide. So I coded the home screen with AI, scroll-driven, with a switch between Standard and New UI, and sent the link. The decision makers scrolled it on their own phones.

HOW FAR TO GO IS THEIR CALL

The prototype was well received. One MagNet colleague even said they would switch to MagNet themselves if the app looked like this. We handed everything over, and MagNet is now planning implementation and working through the audit. How far to go is their call, which was the point.

INTERACTIVE PROTOTYPE

Try it yourself

Scroll the home screen and switch between the Standard and the New UI, on desktop or on your phone.

LINK

OPEN THE PROTOTYPE →

https://claude.ai/artifact/86Mh7xfEQbh4fkMy4mnRxL

Or scan the QR code with your phone.

One MagNet colleague said they'd switch to MagNet themselves if the app looked like this.

ROLE

UI · DS AUDIT · PROTOTYPE

2026

STEREOGRAM STUDIO

02

UNIQA Hungary

Redesigning the sales process of a classic insurer going digital

Top 5 insurer in Hungary · Since 1990 · 665,000 policies · Part of the UNIQA Group

CHAPTER 02 · FREELANCE PROJECT

MY ROLE

Freelance product designer. I built the design system and designed the new sales flows: MTPL, Business liability, and Casco with its AI features.

PROBLEM

UNIQA sells most of its products through agents, and each online product was built its own way. Taking the next one online meant starting over.

APPROACH

Built a design system, standardised the purchase process on top of it, and moved the products over one by one.

KEY INSIGHT

A design system was only the baseline; the real job was getting every flow onto one base, fast.

IMPACT

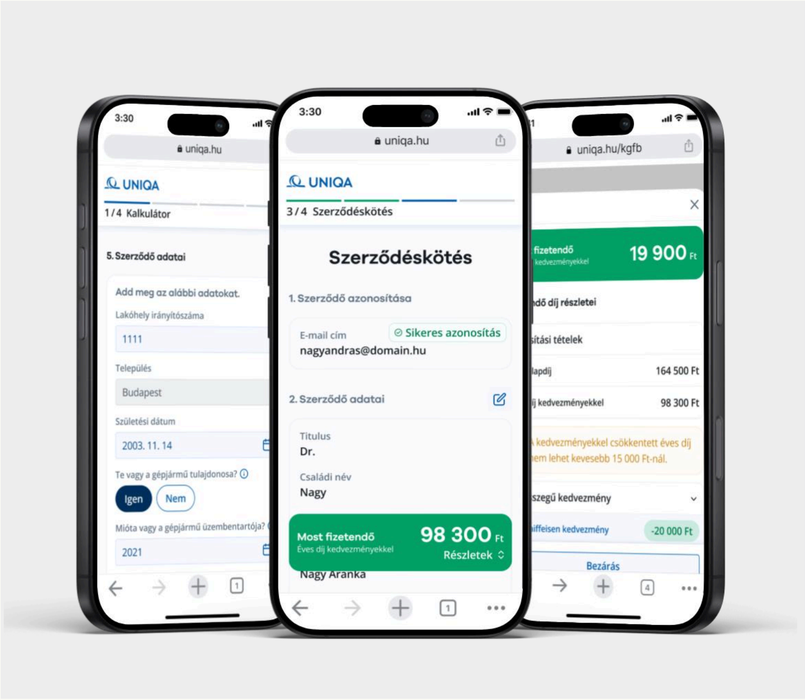
- Business liability, agents-only before, now sells online on par with the agent network
- MTPL's new flow turned 9 percentage points more of its started quotes into policies, in its first week
- A new product flow designed in weeks, ~85% from shared parts
- AI joins the Casco purchase flow on the same standardised base

TIMELINE

2025–present

SKILLS

Design systems · Sales flows · Information design · AI assistant UX · MVP scoping



Three products on one structure: MTPL and Business liability live, Casco in design with its AI layer.

STARTING POINT

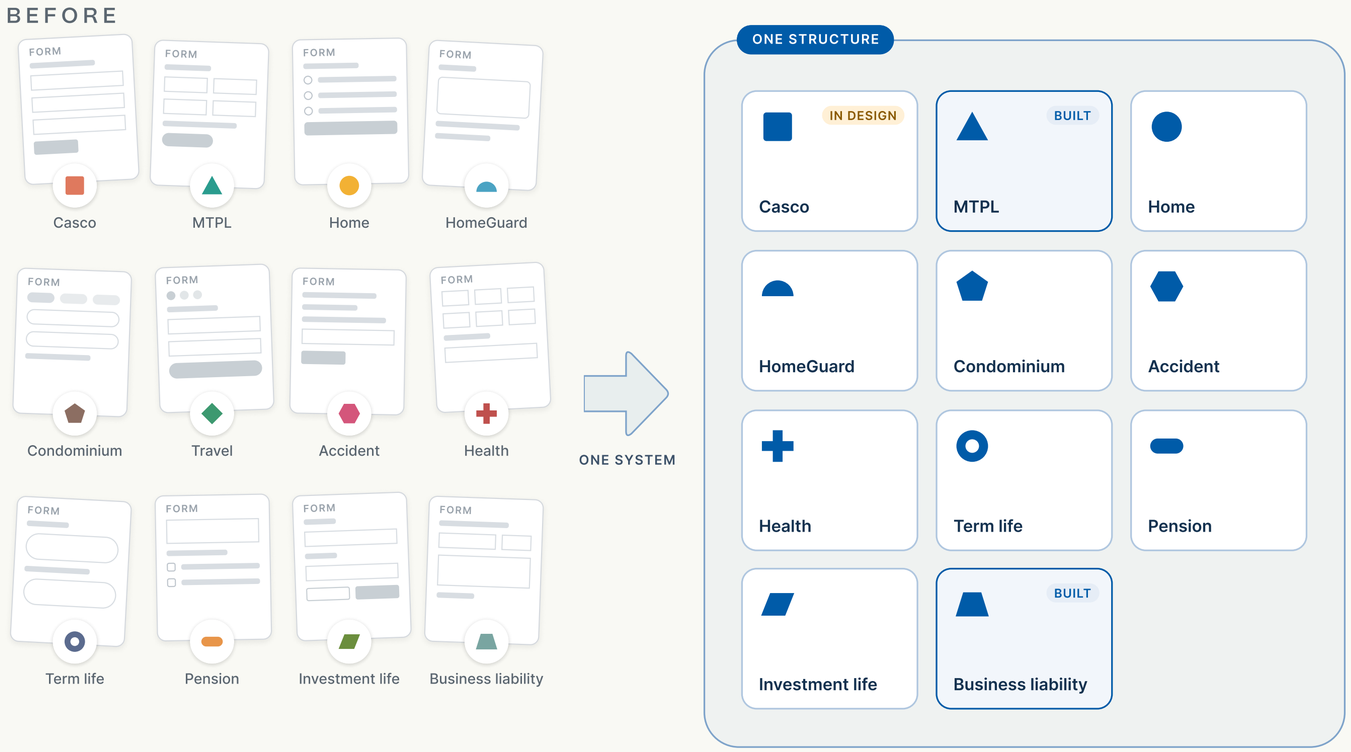
Every flow was its own project

UNIQA IS WHERE IT HAD TO GROW UP

I came to UNIQA from Cherrisk, its digital insurer, with the Design Lead I had worked with there, János Baksa. The first version of the sales flow was built at Cherrisk; UNIQA is where it had to grow up.

EACH ONLINE PRODUCT HAD ITS OWN FORM

Each online product had its own form, built its own way: different steps, different fields, even for the same question. Taking the next product online meant starting over. The brief was a design system. It turned out to be the smaller half of the job.



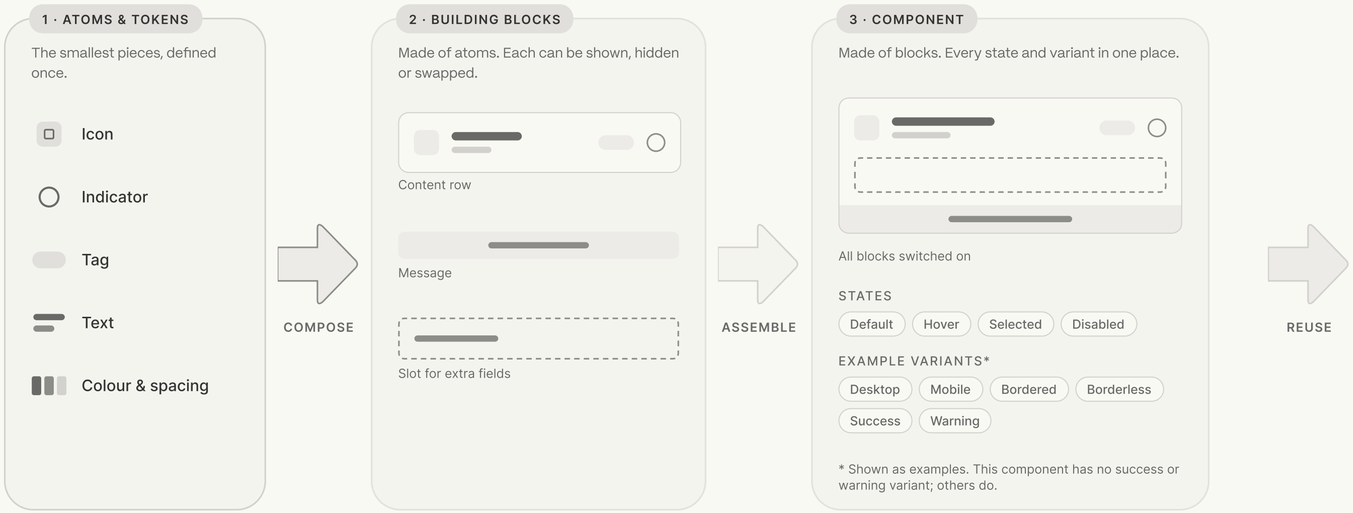
Before: each product had its own form. After: one structure under every new product.

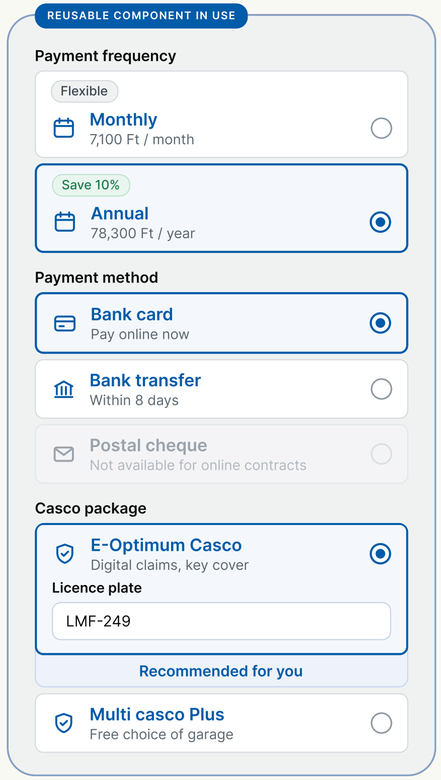
ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

2025 – PRESENT
UNIQA (FREELANCE)

DESIGN SYSTEM

A design system wasn't going to be enough





Atoms and tokens, building blocks, component: defined once, used in every flow since.

ACROSS THE WHOLE DESIGN SYSTEM

105 COMPONENT SETS

757 VARIANTS

263 TOKENS, PRIMITIVE → SEMANTIC

EVERY PART DEFINED ONCE

We built the design system first, on the UNIQA Group International Design Guide. The visual style stayed; the set of components and the token architecture were reshaped around UNIQA Hungary's digital needs and goals. Every part is defined once, every state in one place. At UNIQA's size that is the baseline, not the achievement.

IT WAS A MIGRATION PROBLEM

At an insurer that has sold the same way for decades, nothing changes on its own: everything connects to everything else. We needed a plan for the whole transition, one where each flow goes faster than the last, because the last one left patterns behind. It looked like a design system job. It was a migration problem: every flow onto one base. So we built one structure above the parts.

ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

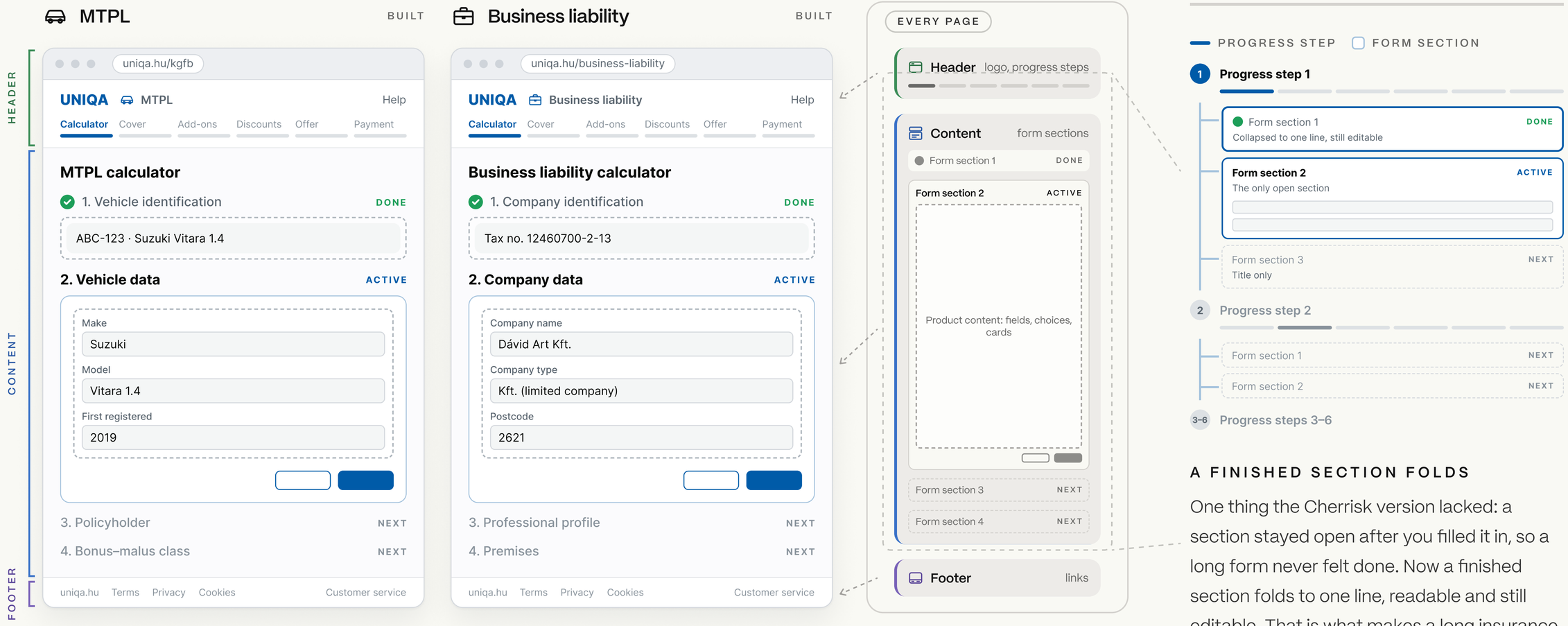
2025 – PRESENT
UNIQA (FREELANCE)

SALES FLOW FRAMEWORK

One structure for every purchase

EVERY PAGE HAS THE SAME TWO LEVELS

Every page has the same two levels: steps, and sections inside them. The structure sets the page, the steps and the section states; the design system gives the parts; only the content is the product's own. We call it the framework.



Steps and sections, the same on every page; only the open section changes from product to product.

A FINISHED SECTION FOLDS

One thing the Cherrisk version lacked: a section stayed open after you filled it in, so a long form never felt done. Now a finished section folds to one line, readable and still editable. That is what makes a long insurance form feel like a row of short ones.

ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

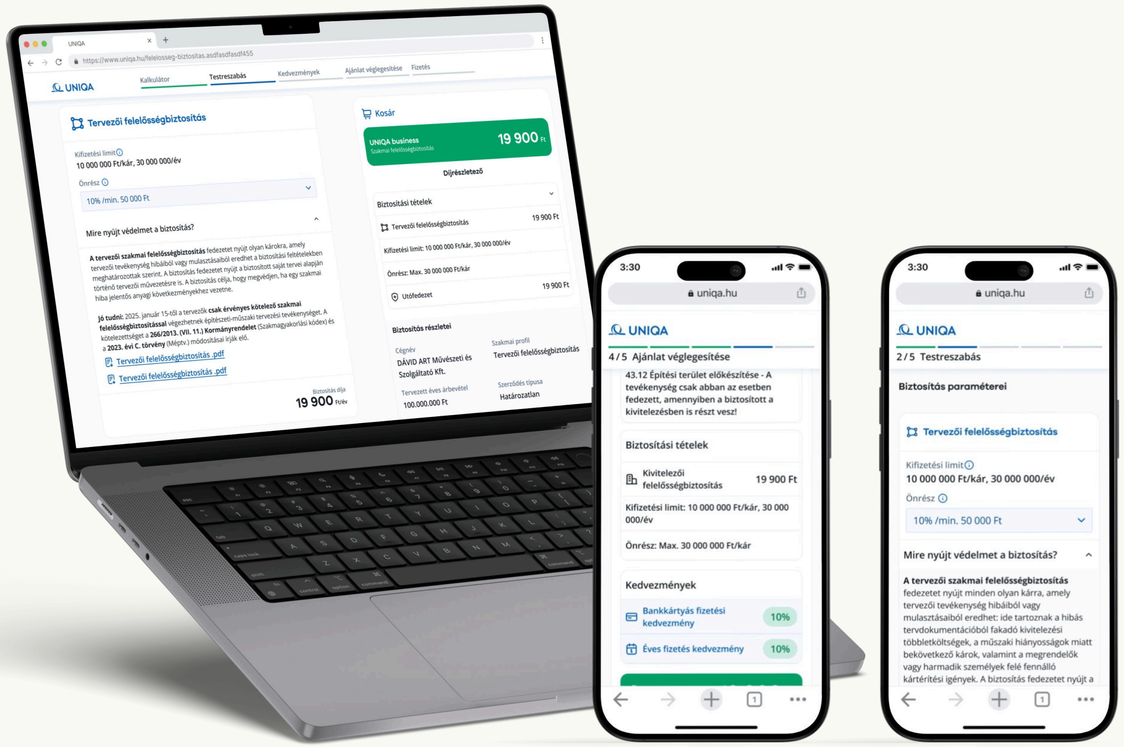
2025 – PRESENT
UNIQA (FREELANCE)

PRODUCTS

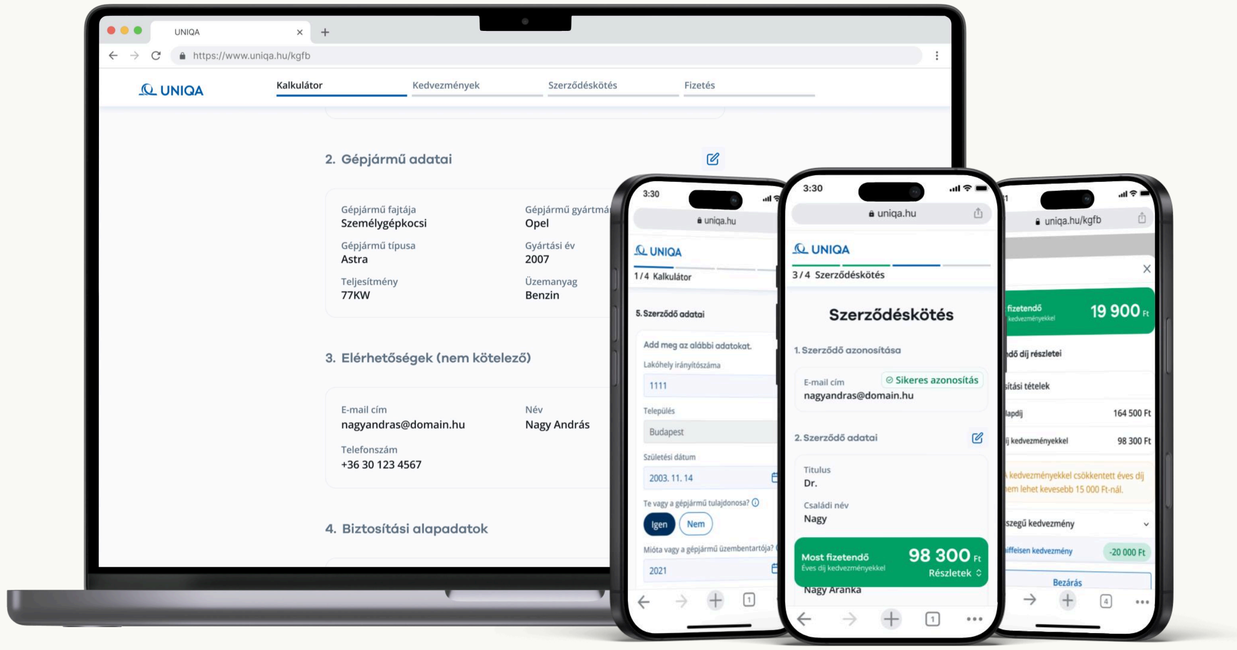
Two products, one build

BUSINESS LIABILITY WAS THE FIRST ON THE STRUCTURE

The first product was meant to be Travel. The framework was still a concept, Cherrisk's Travel flow was finished and worked, so the business shipped that one, rebranded. Business liability was the first on the structure: for agents, then for the public. MTPL followed, one responsive flow for customers and agents alike.



Business liability



MTPL

ROLE

DESIGN SYSTEM · SALES FLOWS · AI-CASCO

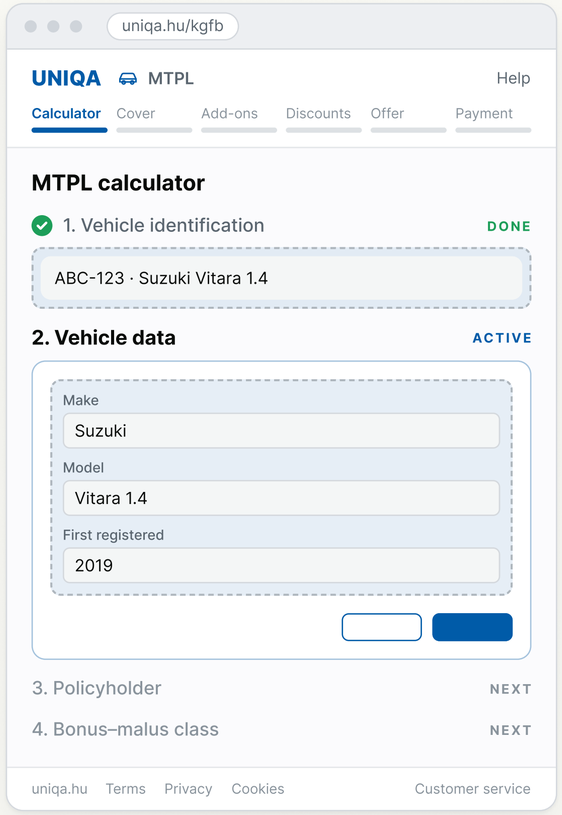
2025 – PRESENT

UNIQA (FREELANCE)

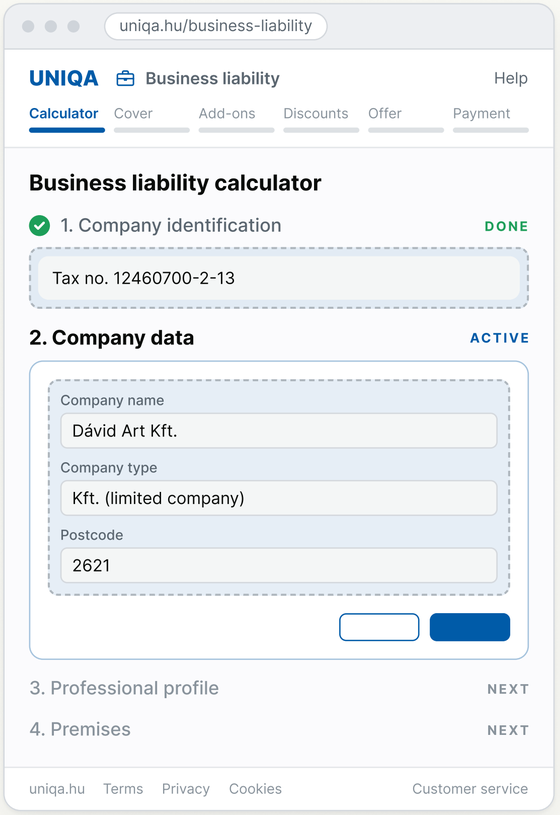
SALES FLOW FRAMEWORK

Two products, one build

MTPL



Business liability



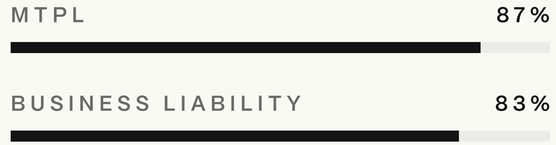
Share of component instances per product file: own content tinted blue, everything else shared.

ABOUT 85% OF EACH FLOW IS SHARED

Each product brings its own modules, an item picker, riders, a price tag, on the same structure. We counted the component instances in both files: about 85% of each flow is shared. For a new product that means a week or two of design work, and mostly assembly for the developers, who build from a coded library.

~85%

SHARED



Each new product starts mostly built.

ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

2025 – PRESENT
UNIQA (FREELANCE)

IMPACT

What it did to sales

BUSINESS LIABILITY · HOW IT SELLS

BEFORE
first release

NOW
on the framework

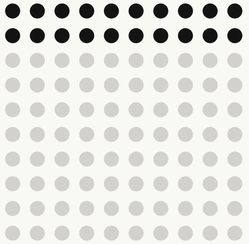


Business liability by channel: direct online and agents, about one to one. Figures from UNIQA's product team.

≈ 1:1

DIRECT ONLINE : AGENTS

CONVERSION



~20%

OF PEOPLE WHO START THE BUSINESS LIABILITY CALCULATOR BUY ONLINE

OPENED THE SAME FLOW TO THE PUBLIC

Business liability had only ever been sold by agents. We built their screen first, then opened the same flow to the public. Today direct online sells about one to one with the whole agent network, and around 20% of calculator starts end in a purchase.

THE PART THAT MOVED

MTPL's new flow went live in October 2026. First week, against the old flow: 9 points more of started quotes signed, almost 30 points more started at all. Early data, and not the only reason. But the part we designed is the part that moved.

MTPL · FIRST WEEK AGAINST THE OLD FLOW

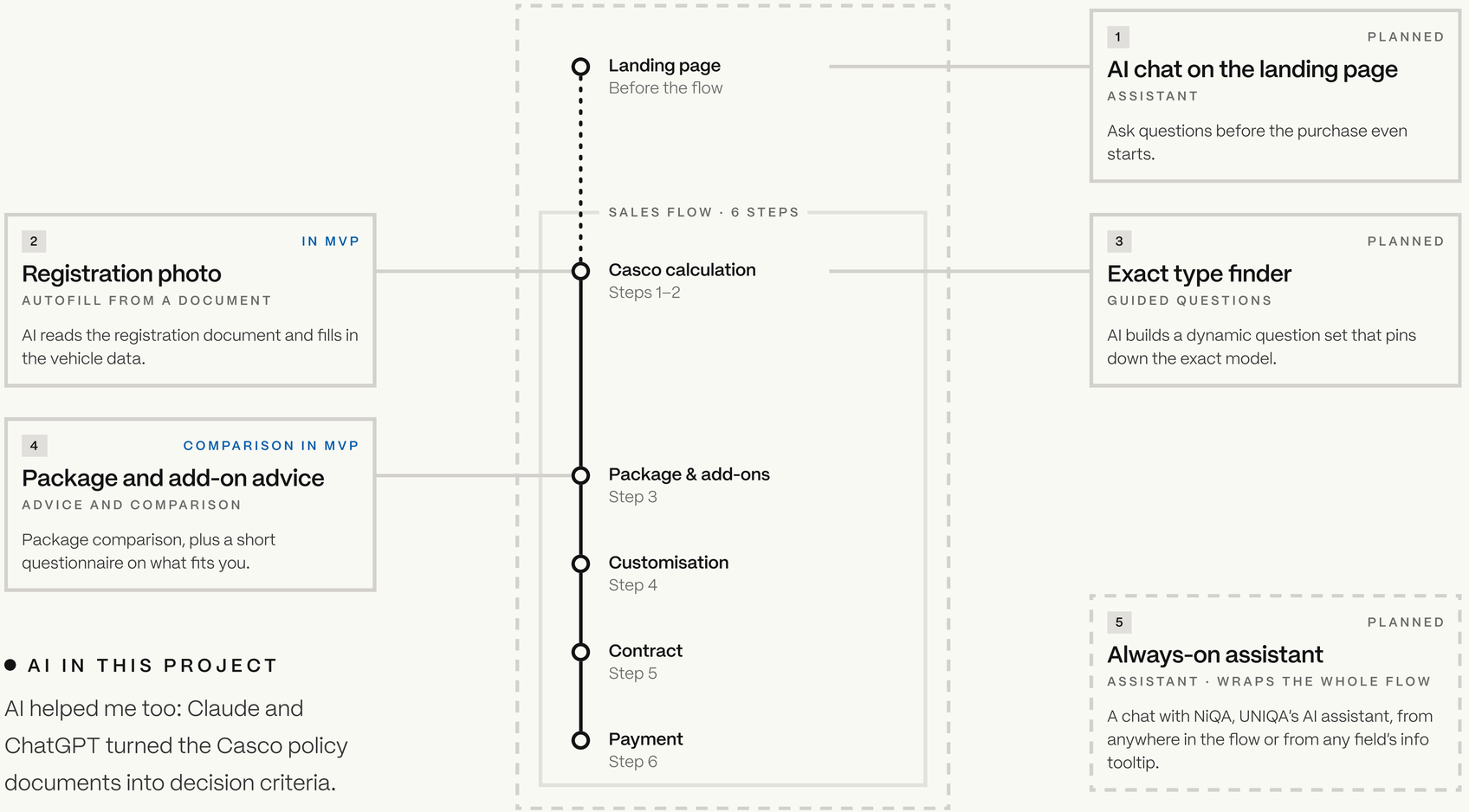


ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

2025 – PRESENT
UNIQA (FREELANCE)

AI IN THE FRAMEWORK

AI on the same base



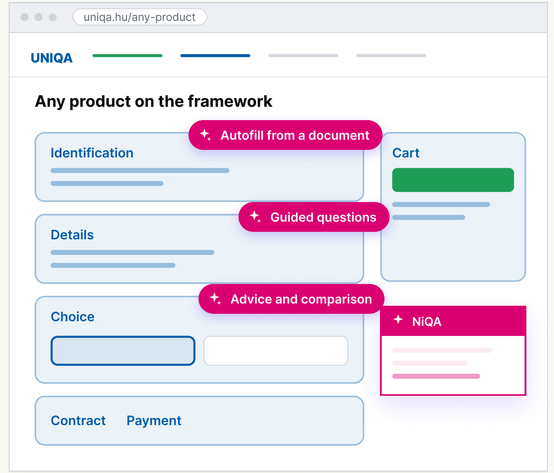
Five AI touchpoints in the Casco flow, from the landing page to any field's tooltip.

AI IN THIS PROJECT

AI helped me too: Claude and ChatGPT turned the Casco policy documents into decision criteria.

CASCO IS THE HARDEST PRODUCT TO BUY

Casco is the hardest product to buy: describe your car in detail, then pick between packages that look alike. I brought a list of where AI could help, and it became the roadmap: photo autofill, an exact type finder, package advice, and NiQA, UNIQA's assistant, from any field.



TWO RULES HOLD IT TOGETHER

Two rules hold it together. Every value AI fills in is marked, so you can check it. One switch turns AI off for the whole flow. The AI patterns are design system states, so any product can switch them on.

ROLE
DESIGN SYSTEM · SALES FLOWS · AI-CASCO

2025 – PRESENT
UNIQA (FREELANCE)

AI AS A PATTERN

Casco: what testing told us

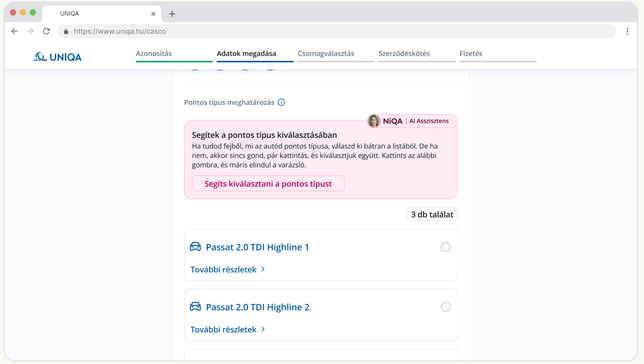
WHAT SHIPS FIRST, AND HOW IT TESTED

The MVP keeps package comparison and photo autofill; the type finder and the needs assessment come next. Researchers walked 12 testers through a clickable prototype in online interviews, each on their own car's data. The registration scan I designed was one of the strongest results, since people expected to photograph and send the document and liked scanning its QR code with a phone, and NiQA working out the excess in the customer's own numbers was real help too.

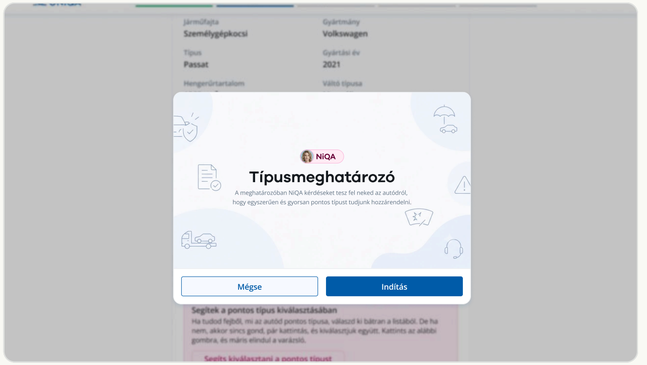
WHAT WE STILL HAVE TO WORK ON

Testers also liked parts that won't be in the MVP, the type finder and the needs assessment among them, so we will bring those forward in development. Three areas still need work before the MVP: how easily people notice the AI, how concrete and trustworthy its answers are, and how clear its questions are. The fixes belong in the shared parts, so the next product starts with them.

PLANNED

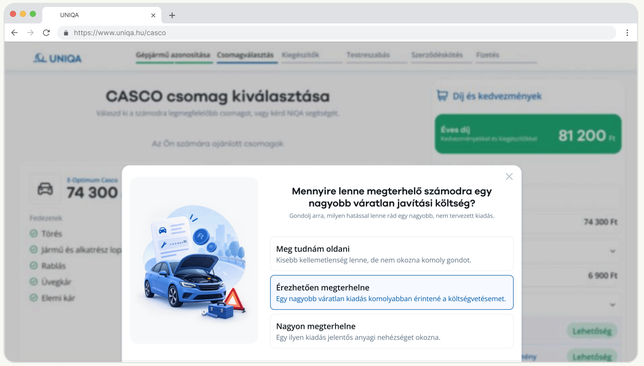


PLANNED



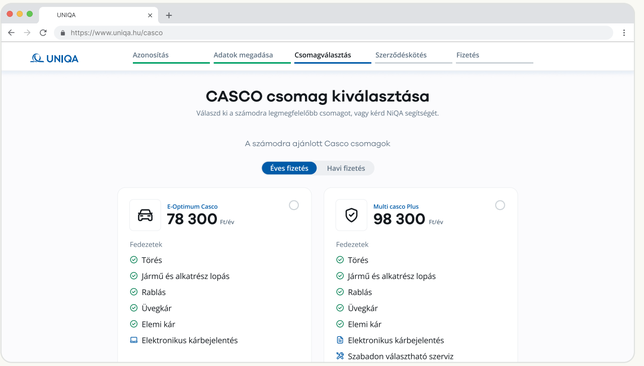
Exact type finder: NiQA offers help in the type step, then a short, dynamic question set pins down the model.

PLANNED



Needs assessment: among other things, how big a repair bill could you handle?

COMPARISON IN MVP



Package comparison: the final cards side by side, the first AI touchpoint to ship.

03

Digital banking platform

Designing business banking around the business, not a private account



Anonymised project

Client name withheld under NDA

Licensed payment institution · SME banking · Web and mobile app · Anonymised project: client name withheld under NDA

CHAPTER 03 · CLIENT PROJECT

MY ROLE

Product designer at Stereogram Studio. I owned the web app and the multi-brand design system, and later carried the product on as its only designer.

PROBLEM

A licensed payment institution wanted to give small businesses a bank account as easy to use as a consumer app. But a business means several companies, several accounts and a team whose members are allowed to do different things.

APPROACH

Designed the app around the business, with one login for several companies, a role in each, and every limit shown instead of hidden.

KEY INSIGHT

A business account is shared by a team, so the app has to start from the business and its roles, not from one person's account.

IMPACT

- Web and mobile designs handed over to development; the product is not live yet
- One login for several companies and accounts, with the client's 4 roles and 33 permissions shown on the same logic across web and mobile
- A design system built for at least 3 brands, with 400+ tokens exported as JSON to development
- Transaction flow designed end to end, every status from a transfer in progress to a collected fee

TIMELINE

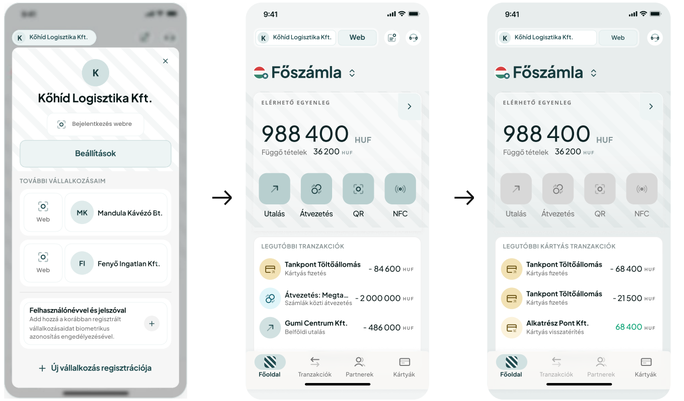
March 2025 – March 2026

SKILLS

Design systems · Web app design · Role-based UX · Multi-brand tokens · Developer handoff

● AI IN THIS PROJECT

AI helped with interface copy and research; in 2025 it was not ready for more, so the system and the screens were designed by hand.



One login, several companies, and a home screen that shows each person the part their role allows.

The images are mockups: colours changed and data invented, so the client stays anonymous.

INPUTS

Benchmarks: competing business bank apps, mainly Revolut and Wise · Best practices: Mobbin, testing other bank apps · Consulted: Stereogram founder, client team

1 · WEB AND MOBILE APP

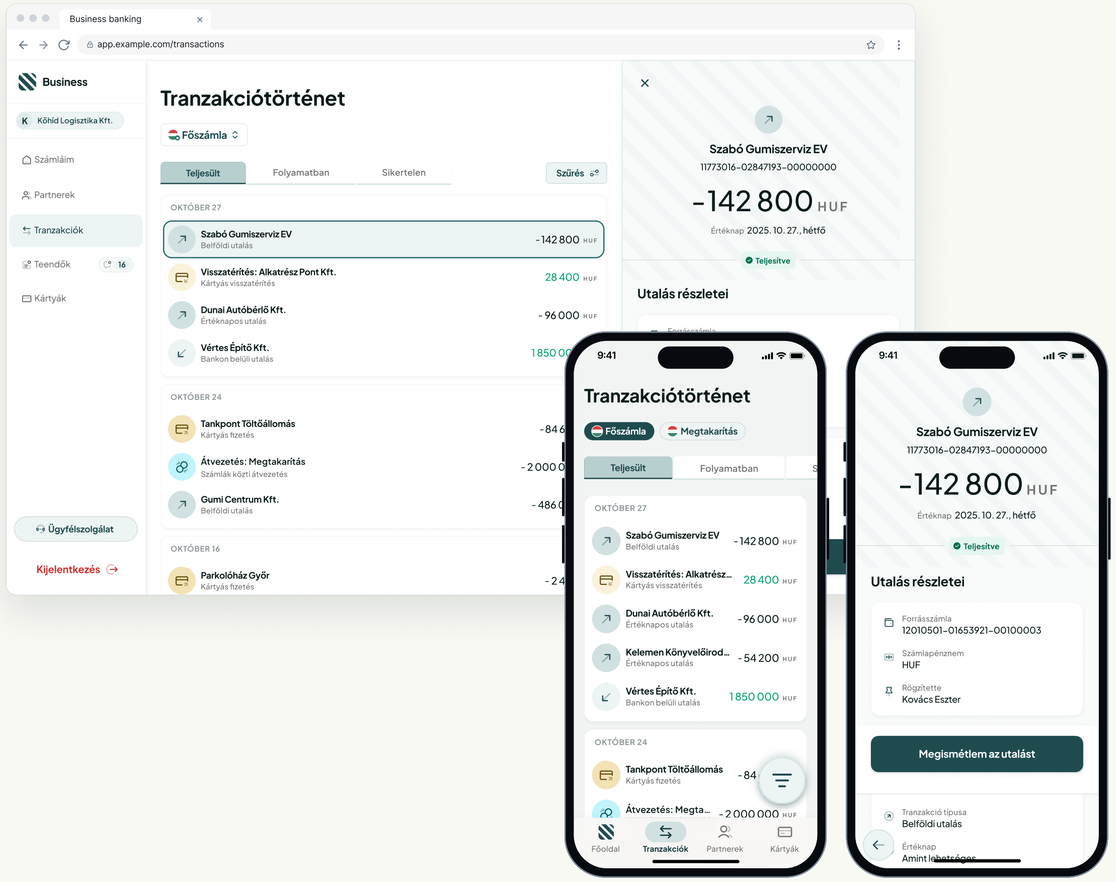
Built around the business, not a private account

COMPANY ACCOUNTS, ROLES AND SIGNING SIT IN THE CORE

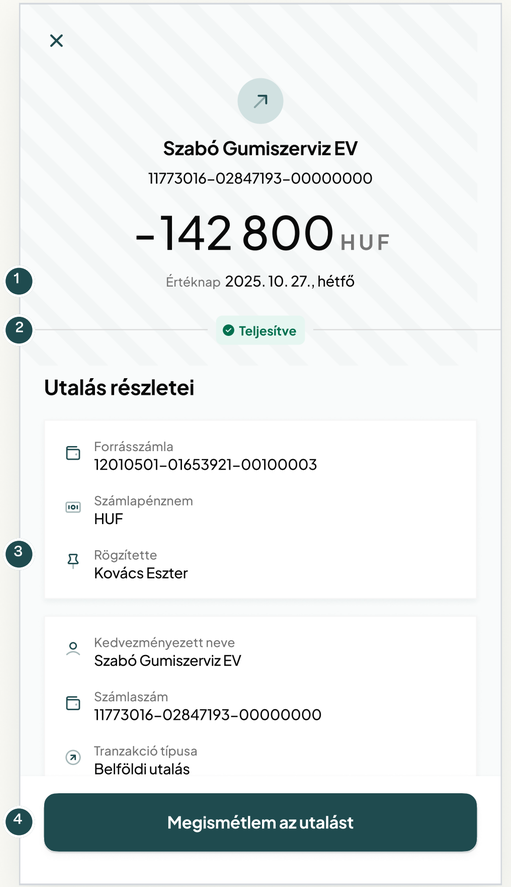
The brief was a business account that feels as easy as a consumer app, on web and mobile. A business is not one person with one account, though: it is several companies, each with several accounts, and a team with different rights. So company accounts, roles and signing sit in the core, not as an add-on to a private account.

I CARRIED THE PRODUCT FORWARD AS ITS ONLY DESIGNER

At Stereogram Studio, two of us designed it with the product owner: Miklós Kádas the mobile app, I the web app and a design system built for at least three brands. The two platforms shaped each other. Later in 2025 Miklós moved on, and I carried the product forward as its only designer, working closely with PO and development.



The transaction list and detail work the same on web and mobile: one module that covers every status, from a transfer in progress to a collected fee.



1 Value date 2 Status 3 Recorded by
4 Repeat in one tap

ROLE
DESIGN SYSTEM · WEB APP

2025 – 2026
STEREOGRAM STUDIO

2 · MANY BUSINESSES, ONE LOGIN

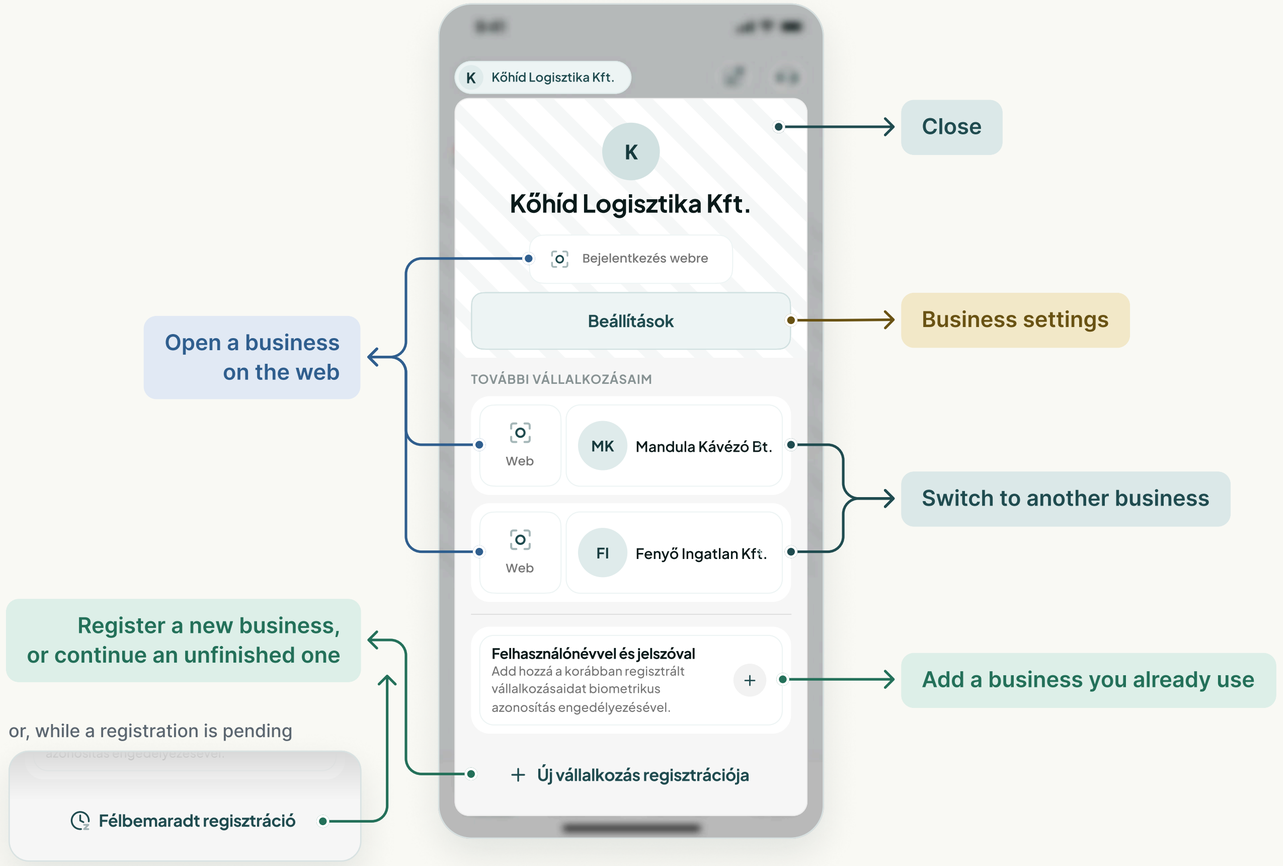
One login, several companies: the business first, then the account

SEPARATE LOGINS OR ONE LONG LIST SLOW THEM DOWN

Business owners often run more than one company, and each company has several accounts. Separate logins or one long list slow them down and invite mistakes.

THE APP HAS TWO LEVELS

So the app has two levels. A business switcher changes the company; inside it, an account selector changes the account. Everything else follows: balance, cards, transactions, to-dos and the person's role in that business.

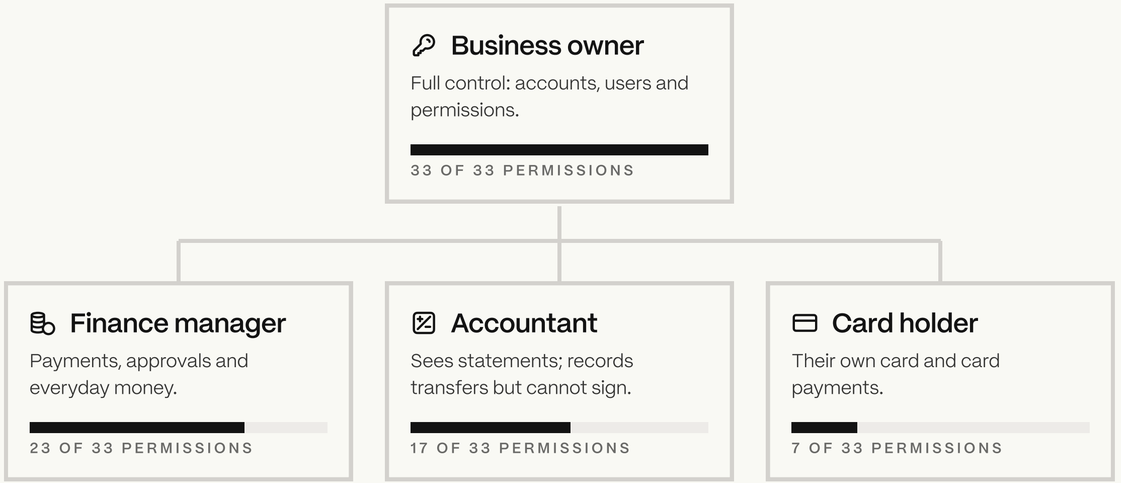


The business switcher: change company, open it on the web, add one you already use or register a new one.

3 · TEAM ROLES AND PERMISSIONS

A role belongs to a person in one company

ROLES IN A BUSINESS



ONE PERSON, THREE BUSINESSES



One person in three companies: owner with 33 of 33 permissions, accountant with 17, card holder with 7.

A ROLE BELONGS TO A PERSON IN ONE BUSINESS

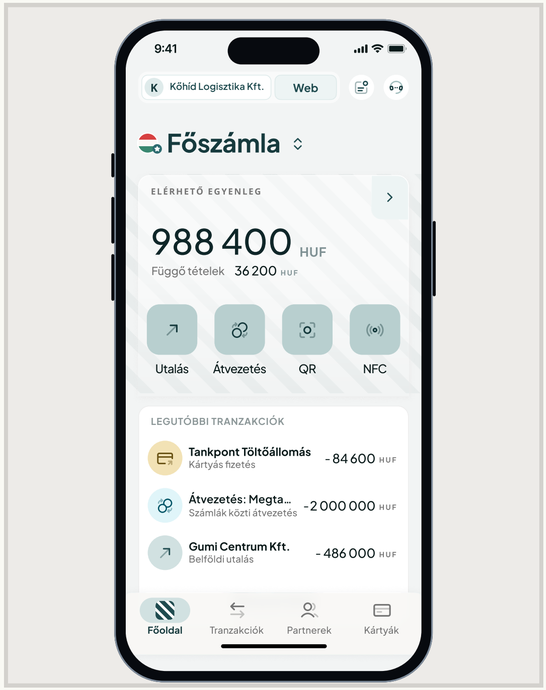
A role belongs to a person in one business, so the same person can be an owner in one company and a card holder in another. Switching company switches the role too.

WHAT THE APP DOES WITH EACH LIMIT WAS OURS TO DESIGN

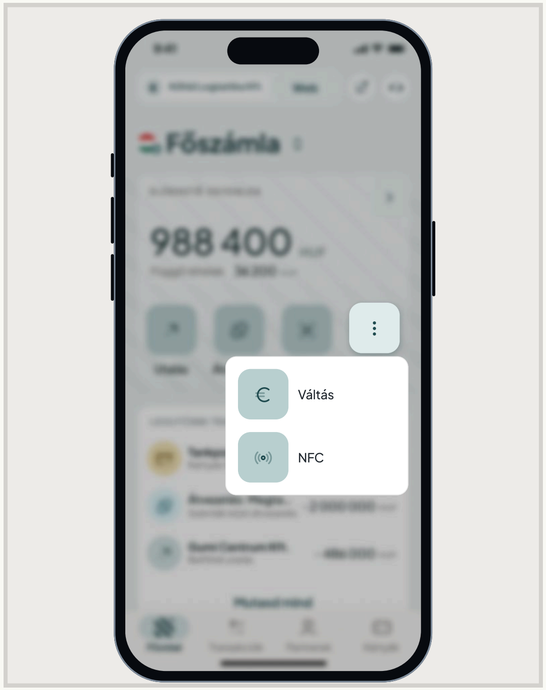
The client defined the four roles and their 33 permissions, and the specification we got was precise. That part was given. What the app does with each limit was ours to design.

3 · TEAM ROLES AND PERMISSIONS

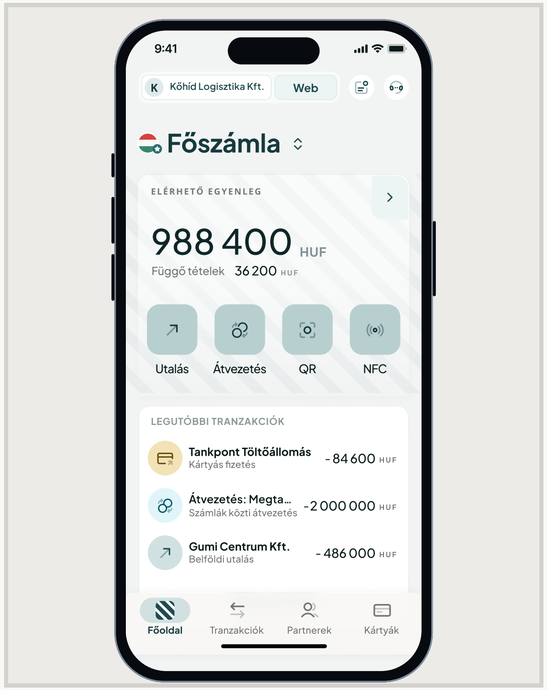
Same app, four roles



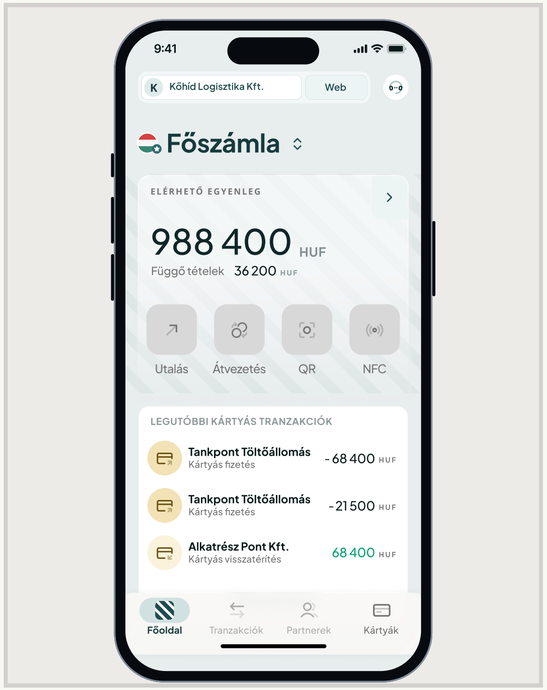
BUSINESS OWNER



FINANCE MANAGER



ACCOUNTANT



CARD HOLDER

EVERY OTHER ROLE SEES A PART OF IT

The owner's home screen is the reference: every other role sees a part of it. The finance manager signs transfers but cannot add accounts. The accountant records transfers without signing them, so NFC takes the place of currency exchange. The card holder sees the same actions, switched off.

TO-DOS FOLLOW THE ROLE TOO

To-dos follow the role too: each person gets only the tasks they can act on.

The same home screen for the owner, the finance manager, the accountant and the card holder: each sees the part their role allows.

ROLE
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3 · TEAM ROLES AND PERMISSIONS

Hidden or disabled? We showed the limit

I ARGUED FOR DISABLED

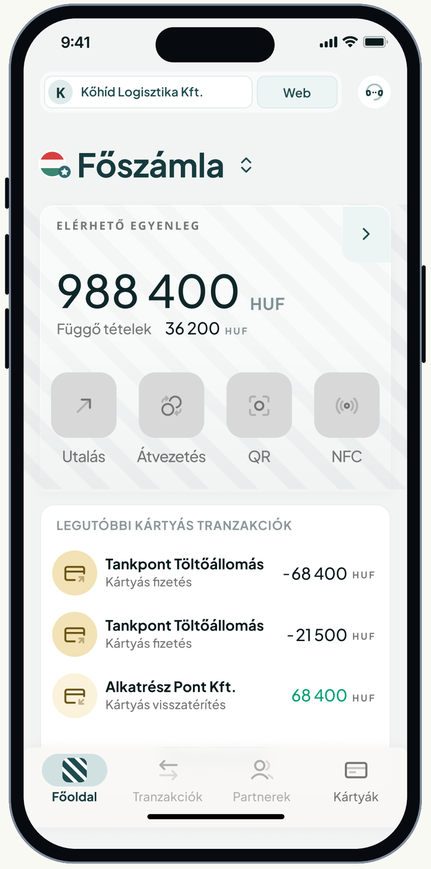
Every feature a role cannot use meant a choice: show it disabled, or leave it out. I argued for disabled. Someone with fewer permissions should still know a feature exists; hide it, and the company can end up with a communication gap.

THE PRICE IS NOISE

The price is noise, but it is not needless noise, and these screens are clean and focused enough to carry it. The product owner and the colleague who wrote the user stories saw the same risk and agreed. A feature stays hidden only where it would sit behind "Other" anyway.

A limit you can see is information. For anything a team shares, disabled beats hidden.

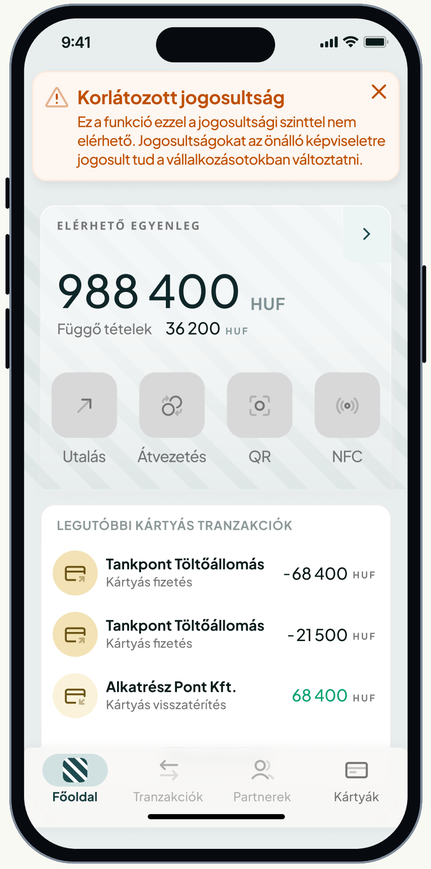
CARD HOLDER



A card holder's transfer actions stay visible but disabled.

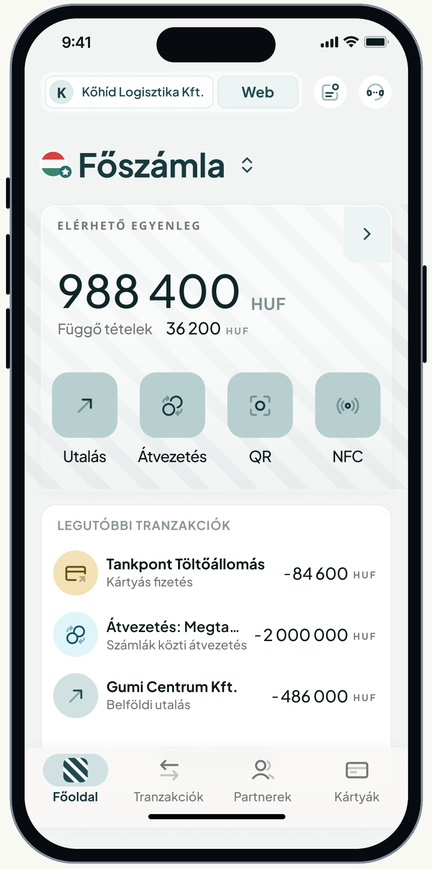
TAP

CARD HOLDER



A tap explains who can grant access.

ACCOUNTANT



Where a feature would sit behind "Other" anyway, it is hidden: the accountant gets NFC there instead.

4 · FIGMA TO DEVELOPMENT

From Figma to the developers, and what moved after the MVP

FIGMA WAS THE SOURCE OF TRUTH

Figma was the source of truth, and the tokens went to development as a JSON export. A few change requests came in during development support; most were real development, and we fed those back into Figma.

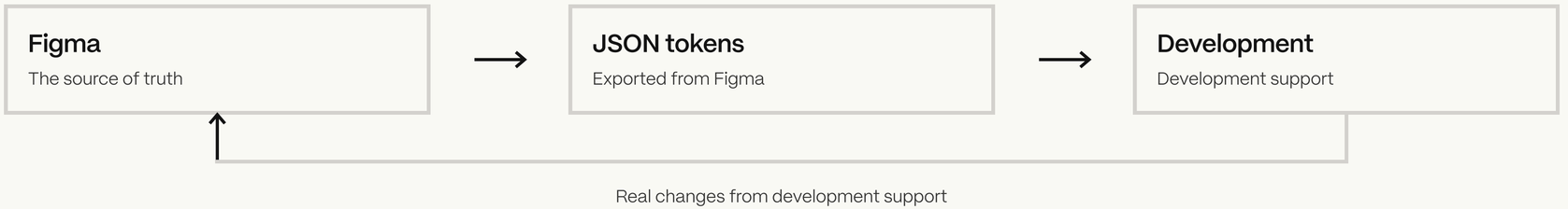
THE CLIENT WANTED TO MOVE FASTER

The client wanted to move faster, so the MVP was cut. The EUR account, a few transaction filters and the chart overview moved to after it, with the designs ready. The scope was the client's call; my part was the design, with those features or without them.

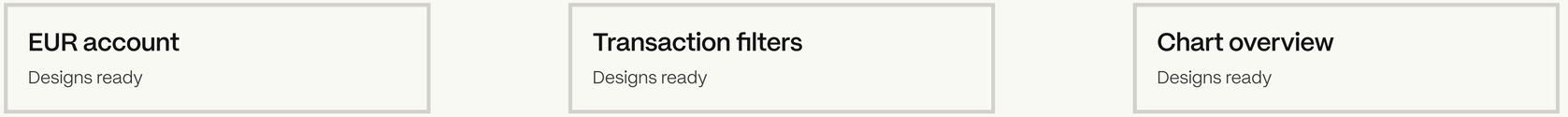
THE PRODUCT IS STILL IN DEVELOPMENT

The product is still in development, so the disabled-over-hidden choice has not met real use yet.

DESIGN TO CODE



AFTER THE MVP



The loop between design and code: tokens leave Figma as JSON, and real changes from development support come back.

04

Ground

A brandbook goes in, a branded design system comes out

Ground

DESIGN SYSTEM TEMPLATE · 1.0

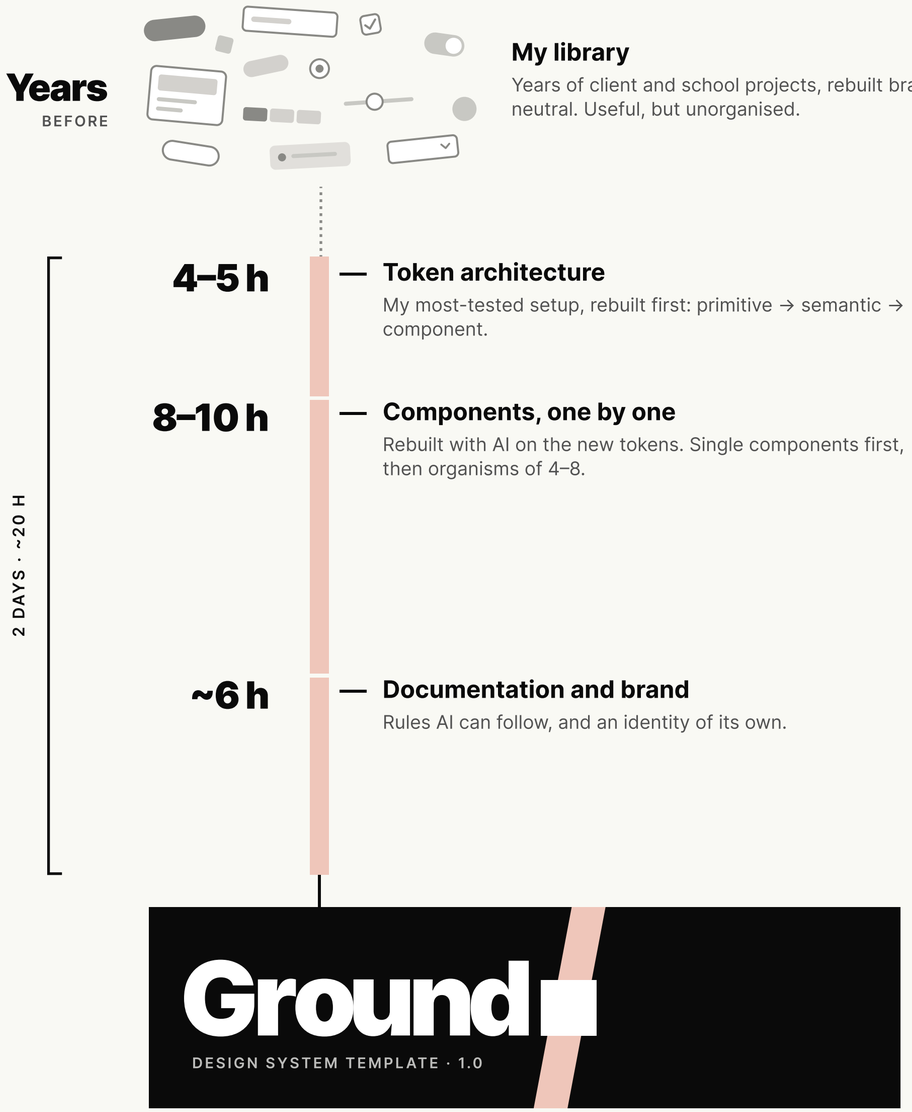
Design System Template · 125 component sets · 1,268 variants · AI-ready

04 · GROUND — WHERE IT COMES FROM

Finding common ground■

Whenever a client component turned out well, I rebuilt it brand-neutral in a library of my own. Ground turns that library into one system almost any brand can sit on.

Own product. I brought the token architecture, the components and the rules. AI did the rebuilding, one component at a time.



~20 h
BUILT WITH AI, OVER TWO DAYS

100+
COMPONENTS AND ORGANISMS IN

ROLE
DESIGN SYSTEM · AI WORKFLOW

2026
OWN PRODUCT

04 · GROUND — WHAT MAKES IT WORK

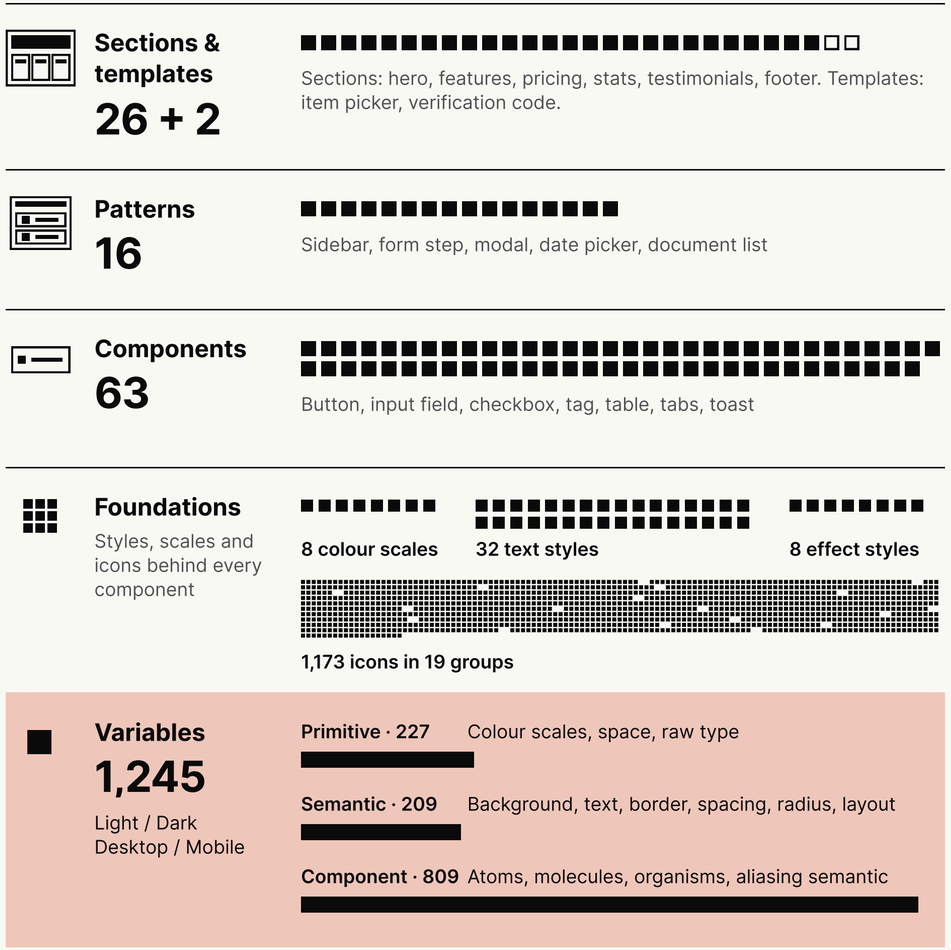
Every value ■ has a name ■

Each layer is built from the one below it, and every decision lives in a token. So AI never has to guess.

1,245
VARIABLES

125
COMPONENT SETS

1,268
VARIANTS



One square = one component set; in Foundations, one square = one style or scale and one dot = one icon. Plus 18 documentation helper sets: 125 component sets in total.

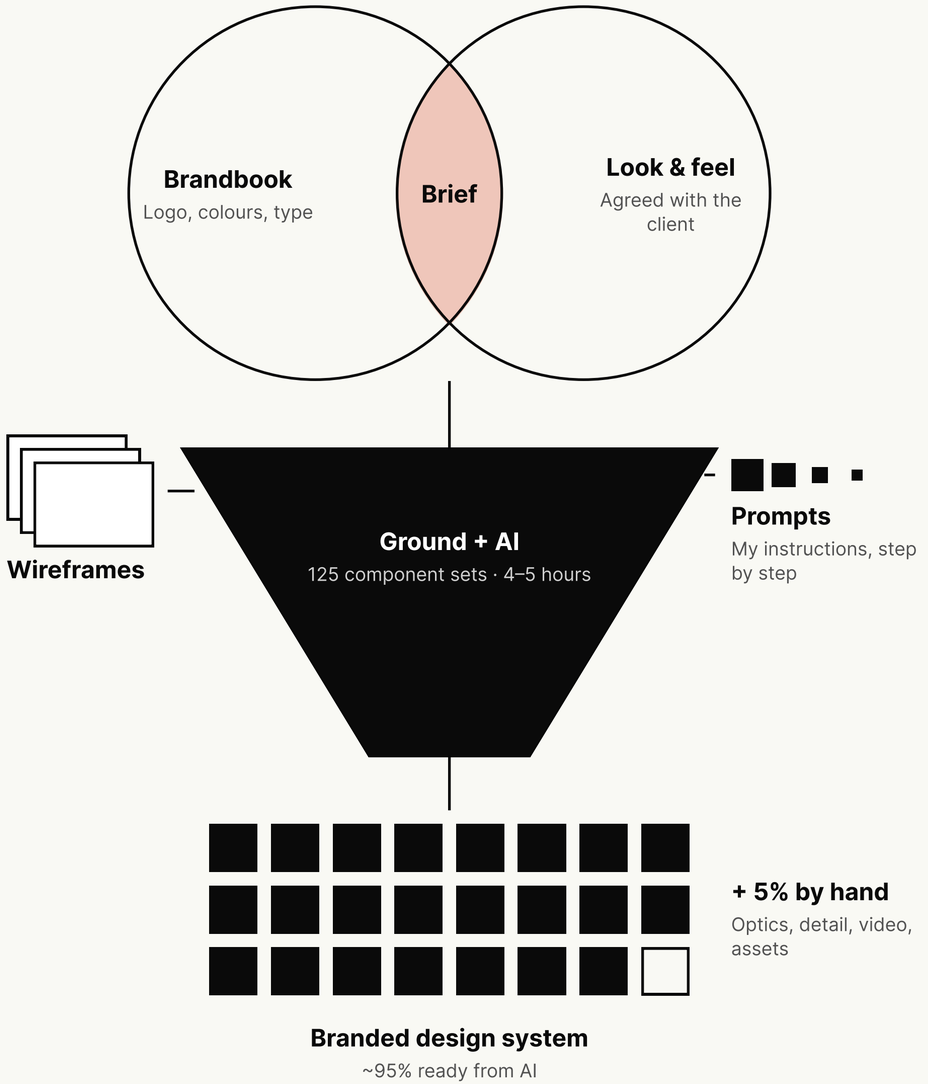
ROLE
DESIGN SYSTEM · AI WORKFLOW

2026
OWN PRODUCT

04 · GROUND — BRANDBOOK IN, DESIGN SYSTEM OUT

Brandbook in■ Design system out■

From one look and feel, the brandbook and the wireframes, AI built every desktop page I asked for. I fine-tuned the rest.



4–5 h
AI BUILD TIME FOR THE FIRST CLIENT

~95%
READY ON THE FIRST PASS

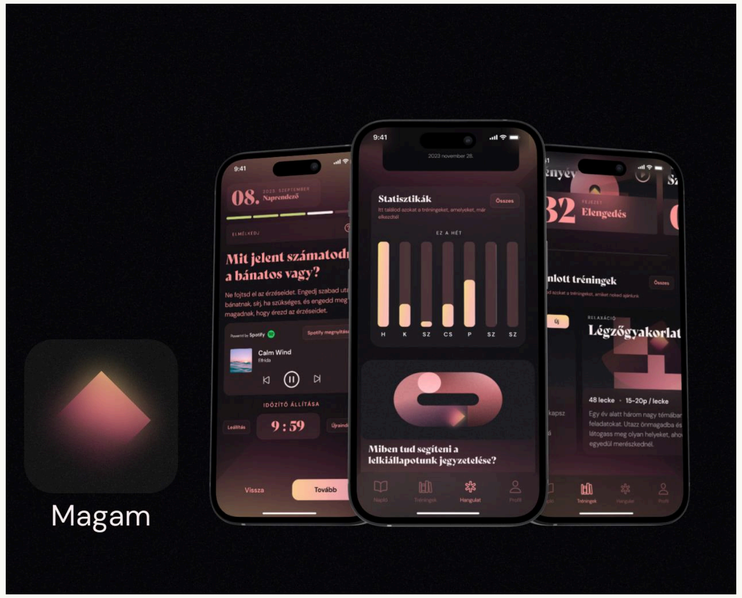
ROLE
DESIGN SYSTEM · AI WORKFLOW

2026
OWN PRODUCT

MORE WORK

Smaller projects





Less — footprint of what you buy

KREA graduation project: an app that rates the footprint of what you buy. Behance ↗

Magam — mood diary

KREA project: a mental health and diary app with mood check-ins. Behance ↗

AI scales the execution.

I set the principles and make the calls.

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