KARL PATRIK (Karlis Kapins)

UI/UX Designer · Creative Developer · AI-Directed Product Builder
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Profile

Self-taught UI/UX designer and creative developer. I work at the intersection of design and development, directing AI-assisted workflows to ship real, functional software, not mockups. Currently building a Wayland theme engine in Rust, a strategy game in Godot, and migrating my portfolio to a Next.js stack. My background spans brand identity, e-commerce, web design, and systems-level tooling, which gives me an unusually broad context for making design decisions that actually survive contact with engineering.

Experience

Dunense — *Web Designer & Digital Lead* · ***2018 – 2021***

Introduced and scaled a small leather accessory brand's digital presence from the ground up. Oversaw product design and photography, developed and maintained the webstore, and implemented digital marketing strategies including SEO and Google Ads. Designed user flows, optimized the customer journey, and managed e-commerce platforms (WooCommerce, WordPress, Shopify). Improved brand visibility and online sales by aligning design, marketing, and technology.

Independent — *Freelance Designer & Web Consultant* · ***2022 – Present***

Providing end-to-end digital solutions for individual clients and small businesses. Services include UI/UX design, custom WordPress and Webflow websites, WooCommerce and Shopify store setups, product photography, and SEO optimization. Consulting on digital strategy and online branding while ensuring scalable, user-focused design. Current projects include delivering full web solutions for international clients, integrating creative design with measurable business outcomes.

Personal Projects

Waki — *In Progress* · ***Private***

Rust · Tauri 2.0 · Svelte 5 · WebGL2 · D-Bus · PipeWire · Arch Linux
A desktop theme engine for Arch Linux + Hyprland + NVIDIA. Manages CRT screen shaders, workspace transition effects, mechanical keyboard sounds, per-app shader exceptions, and AI terminal agent sounds, all through a unified GUI with live WebGL2 preview. Two-binary architecture: a Rust daemon owns all Hyprland state via D-Bus IPC; a Svelte/Tauri GUI handles settings and visualisation. Eight core plugins ship with the binary.

Ordo Bellum — *Early Development* · ***Private***

Godot 4.6 · GDScript · C++ GDExtension · GLSL · llama.cpp · Kokoro TTS
A 2D top-down medieval tactical wargame where the challenge is commanding, not clicking. Renders 2,880 soldiers at 100 FPS via GPU MultiMesh instancing. Custom C++ simulation backend (75× speedup over GDScript) with SoA data pools, Hungarian-algorithm formation assignment, and a multi-tier collision system. Integrates local LLM (llama.cpp) for AI commander dialogue with TTS voice output.

Education

Riga School of Design and Art — *Diploma in Graphic Design*

Visual communication, creative process, and applied design principles, forming the foundation for later work in UI/UX and digital product design.

Skills

Design	UI/UX Design · Figma · Wireframing · Prototyping · Design Systems · User Flows
Development	HTML · CSS · JavaScript · PHP · React · Next.js · Tailwind · Three.js/WebGL · Svelte
Platforms	WordPress · WooCommerce · Webflow · Shopify · Elementor
Tools	Adobe PS · Illustrator · After Effects · Blender · Spline · Framer Motion · Obsidian
Learning	Rust · Godot 4 · C++ GDExtension · Tauri · AI-directed development workflows
Languages	Latvian (Native) · English (B2) · Spanish (basic)

Thank you for your consideration

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