



RANI ŠKRABANJA

NICE TO MEET YOU!

I am a user-centered designer and professional triathlete. My passion for language and internationalization allows me to deeply understand the needs of others and different cultures.



UX DESIGN

WHY UX DESIGN?

What attracts me most to UX design is the ability to truly listen to the user. Every time I start a project, I immerse myself in the experiences, needs, and challenges of the people I'm designing for. These conversations help me better understand what they truly need and how I can best support them. These insights are essential in creating a design that is not only aesthetically pleasing but, above all, functional and valuable.

Another aspect that fascinates me is solving the mismatch between design and reality. Too often, I see designs that look great on paper but fail to meet users' actual needs in practice. For me, the challenge lies in bridging that gap and creating solutions that truly work in the real world. This process of fine-tuning and improving until the design is just right gives me a great sense of satisfaction.

Ultimately, what brings me the most fulfillment is being able to genuinely help people through UX design. There is nothing more rewarding than seeing a user interact with a product or service effortlessly and with enjoyment because it meets their needs perfectly. The idea that my work has a positive impact on others' daily lives motivates me to keep doing my best and to continue growing in this field.

WHAT DEFINES ME

RESILIENT UNDER PRESSURE

As a resilient professional, I thrive in dynamic environments where quick decision-making and problem-solving are essential. My experience in elite sports has taught me how to perform under pressure and remain calm and focused, even in the most challenging situations. I bring this mindset into my work, always striving for the best results.

TEAM PLAYER

I am a team player at heart. Collaborating with colleagues to achieve common goals energizes me. I believe that good communication and leveraging each other's strengths are key to successful projects. My team members know they can count on me for support, and I am always ready to help others succeed.

UX DESIGN

As a UX designer, I have a strong focus on creating user-friendly and intuitive designs that seamlessly align with the needs of the user. My user-centered approach ensures that I place the end user at the heart of every project. I actively listen to feedback, conduct thorough research, and translate insights into designs that are not only functional but also provide a positive user experience.

INTERNSHIP – STELLARAPP.AI

GOAL: CHANGING THE SCOPE OF THE STELLARAPP.AI TO HYROX
ATHLETES (IN PROGRESS)

StellarApp.ai originally aimed to be a general fitness tracking app but is now shifting its focus to Hyrox athletes — a growing community with unique training needs. The key feature is an automated voice companion designed to guide users during their training journey.

As part of my internship, I was responsible for conducting user interviews to understand the training routines, challenges, and expectations of Hyrox athletes and coaches. Alongside another intern, I analyzed insights from both interviews and user surveys to identify key areas for improvement. Based on our findings, I created the initial wireframes, and we are now further developing and refining our designs in Figma.

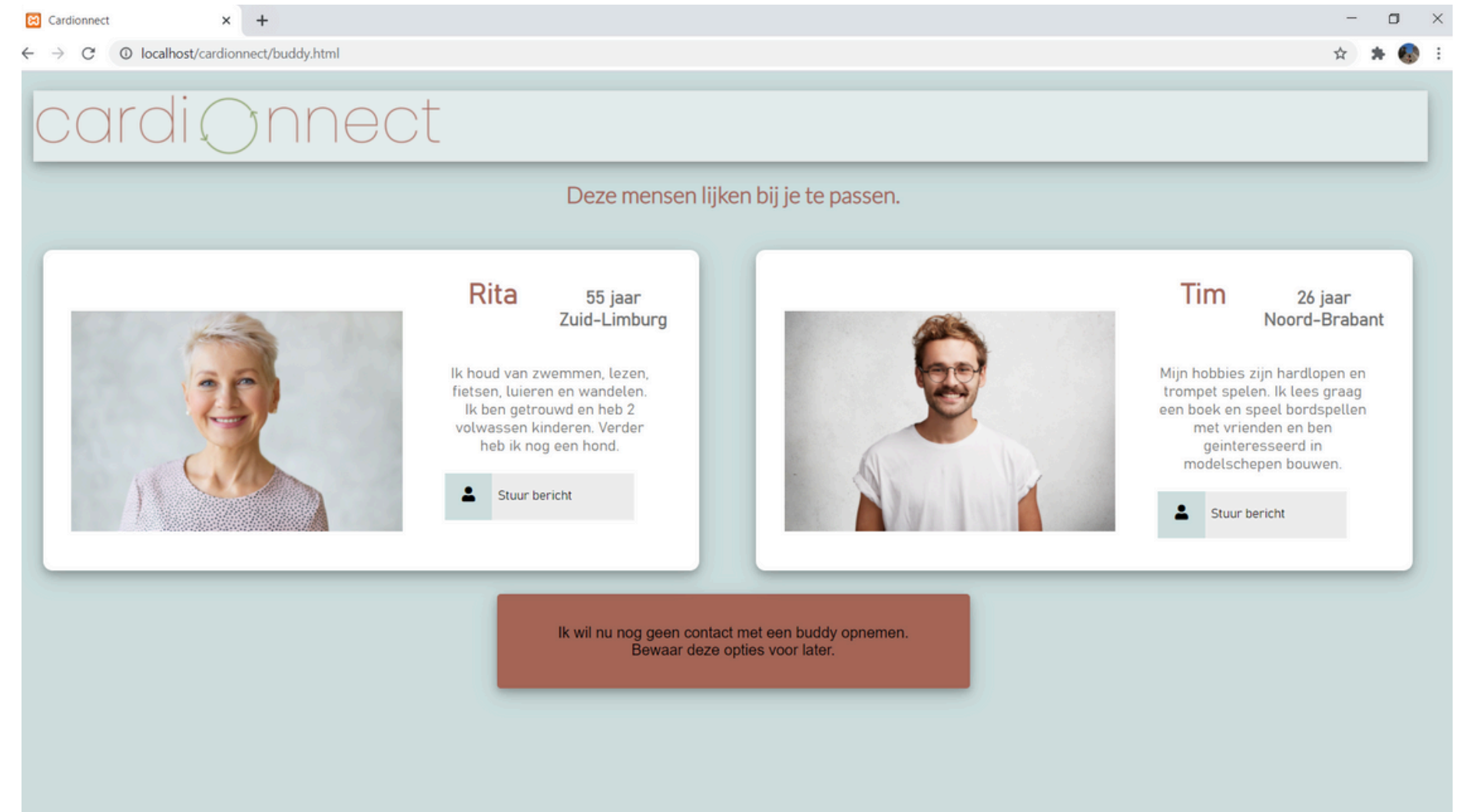


PROJECT – CARDIONNECT

GOAL: CONNECTING CARDIAC REHABILITATION PATIENTS

Cardiac rehabilitation has been proven effective for various cardiovascular diseases, yet participation rates remain low. Telerehabilitation is seen as the future, as it can lower the barriers to joining a rehabilitation program, especially during crises like the COVID-19 pandemic. However, the social aspect can be lost when rehabilitating from home. This project, conducted in collaboration with Máxima Medical Center (MMC), focused on exploring peer support through an online buddy system to provide motivation and social support.

Cardionnect is a buddy system I developed to connect CR patients with one another as buddies. I listened carefully to the needs and preferences of patients to ensure that the system supports them as effectively as possible.



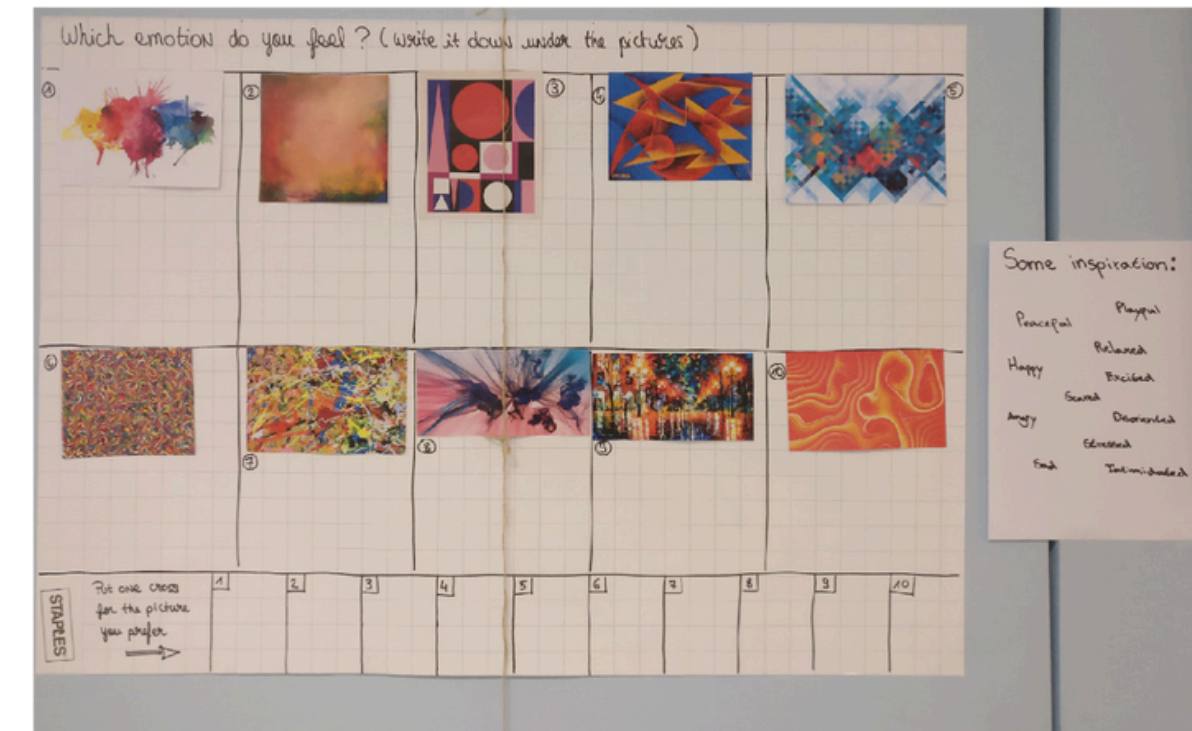
PROJECT – WATER AT WORK

GOAL: PREVENTING BURNOUTS (AND BURNOUT COMPLAINTS)
AMONG YOUNG ADULTS IN COMPANIES IN THE NETHERLANDS

For this project, we collaborated with Interpolis to promote burnout prevention among young adults in companies. Our aim was to encourage employees to drink more water through a playful and social approach. We developed the Water at Work (WAW) system, which introduces a competitive element by rewarding teams when they refill water bottles, making it visible on an artwork that is gradually revealed.

Throughout the project, we conducted user tests to gain insights into the usage and effectiveness of the system. We implemented feedback from these tests to improve the design, such as simplifying the interaction with the water dispenser and enhancing the visual appeal.

The final design consists of a water dispenser with an RFID scanner that recognizes water bottles and is linked to a canvas that reveals artwork as the team drinks more water. This design not only promotes hydration but also fosters social interaction and well-being in the workplace.



PROJECT – KOOKO

GOAL: ENCOURAGING ELDERLY INDIVIDUALS WITH DEMENTIA IN NURSING HOMES TO PARTICIPATE IN GROUP ACTIVITIES TO REDUCE FEELINGS OF LONELINESS.

My team and I investigated the effect of cooking therapy on the behavior of elderly individuals with dementia during this research project. We aimed to determine whether guided cooking tools could help them engage more actively in group activities.

During our qualitative research, which included ethnographic studies, interviews, and co-design, we organized a cooking therapy session, KooKo, in a living group within Pleyade (a nursing home) using a tangible prototype. The elderly participants were tasked with cutting fruit in small groups of 4-6 people, with the help of our guided cooking tools.

The key findings indicated that reward and feedback are essential during cooking therapy; that evoking caring feelings strengthens interpersonal bonds; that while not everyone wanted to use our tool, everyone wanted to participate in the group activity; that mood plays a significant role in participation; and that a simple activity is sufficient. Our findings recommended cooking therapy as a group activity to engage elderly individuals with dementia and reduce their feelings of loneliness.

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HIT ME UP!

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