



CONTACT

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EDUCATION

Digital Design – Master's
University of Tomáš Baťa in Zlín
2023–2025

Visual Communication – Erasmus
Art Academy of Latvia
2024

Digital Design – Bachelor's
University of Tomáš Baťa in Zlín
2020–2023

Multimedia and Design
Creative Hill College
2016–2020

LANGUAGES

- Czech (first language)
- English B2

Dlouhý Ondřej

I'm a digital design graduate who enjoys working with precision and detail, especially when collaborating with others. My experiences have taught me to stay organized, communicate openly, and handle challenges with calm and care. I'm curious by nature and appreciate environments that put people and quality first.

WORK EXPERIENCE

Biceps Digital Studio
Digital Designer

2023 - 2025

I collaborated on the design and development of mobile apps and websites for clients including Orlen, Biofilms, and IQOS. My work involved creating visual identities, designing interfaces, prototyping, and working closely with developers during implementation. I helped improve the user experience and unify each brand's visual communication.

Creepy Studio
Digital Designer

2020 - 2023

I took part in designing and developing websites for both small and large businesses. My work covered brand creation, e-commerce projects, and responsive design solutions. I was involved throughout the entire process, from the first concept and prototypes to launch, testing, and optimization.

WDF studio
Designer intern

2019

My first experience with UI/UX and digital design came through a short-term internship where I learned the fundamentals of interface design, digital outputs, and visual identity creation. The experience gave me a solid foundation in website and mobile app projects and set the direction for my further growth in the field.

Yashica s.r.o
Designer intern

2018

This was my first hands-on experience as an intern in a graphic studio, where I began to understand how design works in real-life practice. I worked mainly as a graphic designer, focusing on visual communication, print materials, and the foundations of layout and composition. It was a simple but formative start that introduced me to the rhythm of studio work, collaboration within a creative team, and the process of turning ideas into tangible visual outcomes.