

Rihards Zeps

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Portfolio | rihardszeps.com

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Availability: Full-time, June 2026 (curricular work placement, 30 ECTS)



Profile

Service and UX designer who moves from research to tested prototypes quickly. Two shipped products: a live multiplayer game with an active player base, and a sustainability discovery service co-designed with Lahti residents. Comfortable with the full loop — interviews, journey maps, IA, Figma prototypes, usability testing, iteration. Bachelor in Sustainable Design Business at LAB Finland, currently on Erasmus at IADT Dublin adding a cultural-industry lens.

Target roles: Service Design · UX Research · Product Design (UX/UI)

Core Skills

User interviews · journey & stakeholder mapping · personas · usability testing · information architecture · wireframing · rapid prototyping (Figma, Adobe XD) · A/B variants · insight synthesis · HMW framing · component thinking

Tools

Figma · Adobe XD · Illustrator · Photoshop · InDesign · Miro · Notion · Trello · Blender · Rhino3D · Roblox Studio (Lua) · JavaScript · HTML/CSS (basic)

Languages

English (fluent) · Latvian (native) · Russian (proficient) · Finnish (intermediate)

Education

09.25 – 05.26

Dún Laoghaire Institute of Art, Design and Technology, Ireland | iadt.ie

Erasmus Exchange, BA Arts Management & BA Photography and Visual Media

Notable Modules: Design Thinking & Communications, Applied Digital Skills, Cultural Economy, Research Methods, The Photobook, Digital Imaging

08.23 – 05.25

LAB University of Applied Sciences, Finland | lab.fi

BA Sustainable Design Business

Notable Modules: User-Centred Design Studio, Data Studio, Ergonomics & Accessibility, Future Foresight, Presentation Methods, Introduction to Sustainable Design Methods, Introduction to Circular Economy

09.19 – 05.22

Salaspils Secondary School No. 1, Latvia | s1vsk.lv

Selected Projects

Body Electric – Founder / Lead Designer–Developer (Roblox) | Game Design, Service/UX, Business Analytics | 11.19 – present | [Project link](#)

- Built and operated a live, multiplayer creative sandbox end-to-end: discovery, onboarding, in-experience UI, and community ops.
- Ran user research (observation, feedback loops) and iterated user flows, IA, and microcopy to reduce friction and increase feature adoption
- Designed modular customisation UI with clear affordances, animated feedback, and A/B-style tweaks to button placement, scroll behaviour, and labels for comprehension.
- Shipped systems, most notably an Asset Manager (save/override/delete) backed by Data Storage; Point system (point assignment/leaderboard/tracking) with Bot Manager (player-ranking/weekly-announcements)

Täällä – Local Sustainability Discovery Service (User-Centred Design Studio) | Service/UX, Research, Prototyping | 09.24 – 12.24 | [Project link](#)

- Co-designed a service connecting Lahti residents to local sustainable businesses with a clear sustainability rating framework.
- Conducted interviews and survey, created personas, journey maps, and stakeholder maps; prioritised features via desirability–feasibility–viability; ran usability tests and iterated prototype.
- Co-shipped an Adobe XD prototype iterated after testing to fix button placement, homepage clarity, and scroll affordances.

Outcome: clearer first-time comprehension, faster task completion in tests; a rating model stakeholders could communicate without interpretation overhead.

The Growing Clutter in Earth's Orbit – Data-viz Poster (Data Studio) | Information Design | 01.25 – 05.25 | [Project link](#)

Built a single-frame story of orbital debris growth; prioritised legibility, hierarchy and annotation to explain debris categories to a non-technical audience.

Sustainability Context

Working knowledge of ESRS / CSRD reporting concepts, circular-economy principles, transparency and rating frameworks, and benchmarking — relevant for digital products in regulated or sustainability-reporting industries.

Interests

Photography (portrait lighting, set design) · graphic design and information design · anthropology and history of communication.