

Klaudia Lamot

Graphic Designer

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Index

01. Index	1
02. About Me	2
03. 001 Colectare	3-5
002 REMAKE	6-8
003 Pol'and'Rock Festival	9-11
004 Icescape	12-14
04. Contact	15

About Me

Bio

Hi, my name is Klaudia Lamot, I'm a graphic designer based in Hull. I have graduated with a Bachelors in Graphic Design from University of Hull. My work mainly focuses on UI/UX design, branding and packaging design. I'm a naturally curious and creative person, therefore I thrive in graphic design roles where I can create design systems that balance creativity with usability.



Skills

- Branding
- UI/UX
- Illustration
- Packaging design
- Editorial and print design
- 3D modelling
- Motion Design/Animation

Software

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Premiere Pro
- Figma
- Blender

Education

BA (Hons) Graphic Design
— University of Hull (2026)

Art & Design A-Levels — St
Mary's College

Media Studies A-Levels —
St Mary's College

Colectare Project

Branding, Packaging, UI

001



Colectare is a Romanian parcel forwarding company focused on providing a transparent and trustworthy alternative to traditional forwarding services. This project involved developing a new brand identity to better communicate these values and attract a broader audience.

Date: 2026
Industry: International Parcel Forwarding
My Role: Packaging design, branding design, iconography, UI/UX design
Tools: Illustrator, Figma, Photoshop, InDesign



Colectare Project

Branding, Packaging, UI

User concerns around trust and transparency informed both the visual language and interface design of the Colectare branding. The branding was designed to simplify complex logistics services and create a more welcoming customer experience. The branding is meant to communicate a sense of elegance, trustworthiness, excitement and novelty which sets them apart from competitors.



Mobile UI



Desktop UI



Parcel design



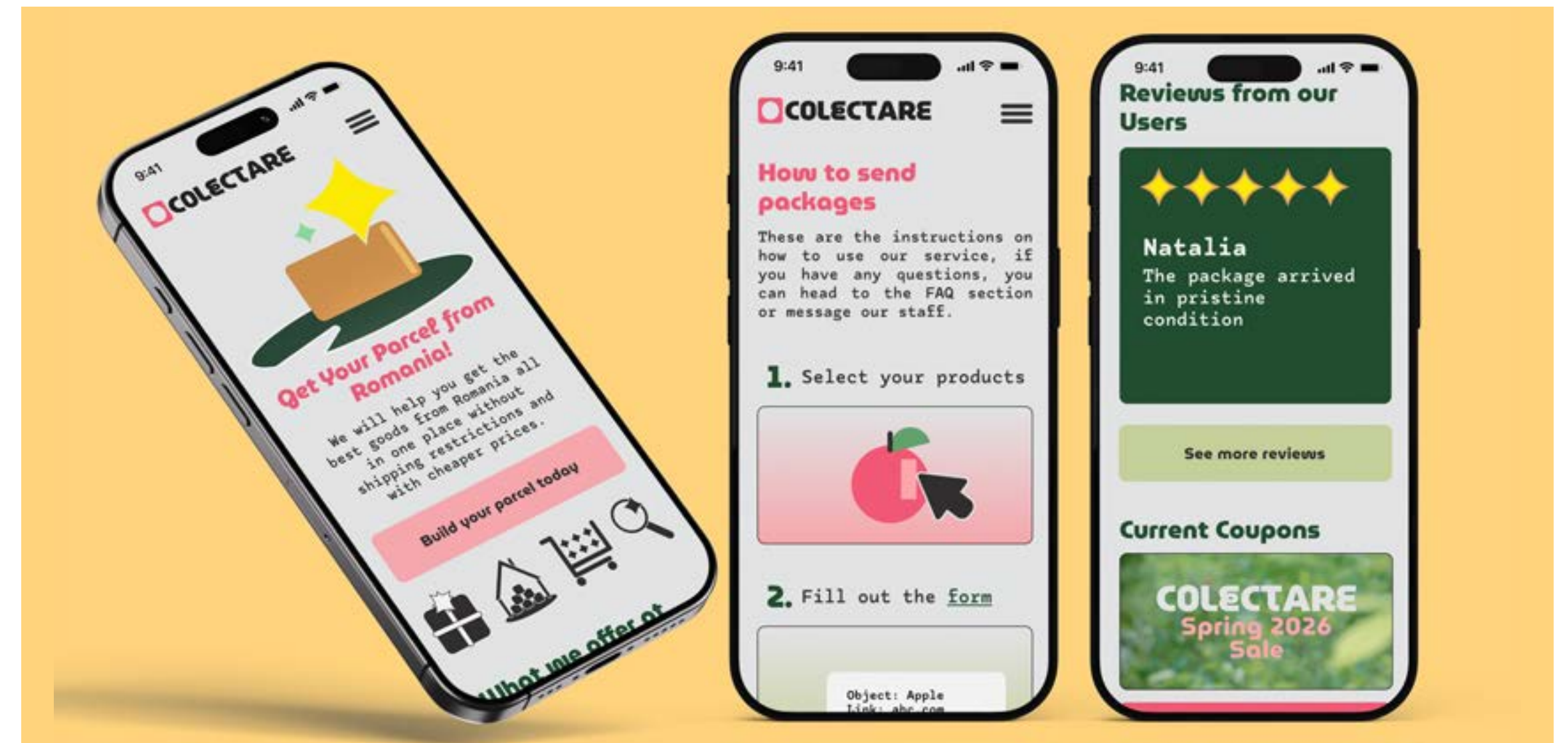
Parcel design

Colectare Project

Branding, Packaging, UI



Iconography

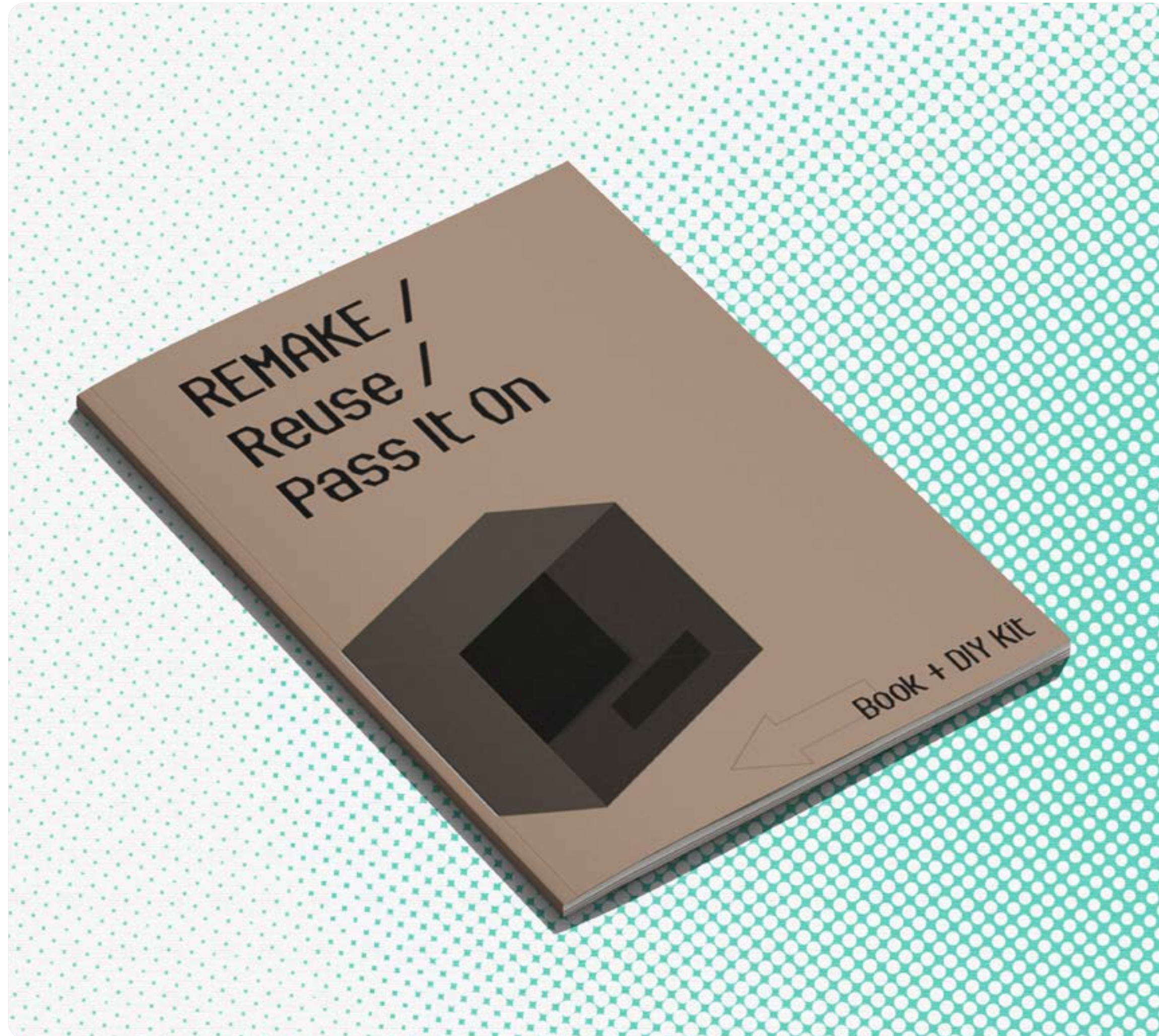


Phone App UI

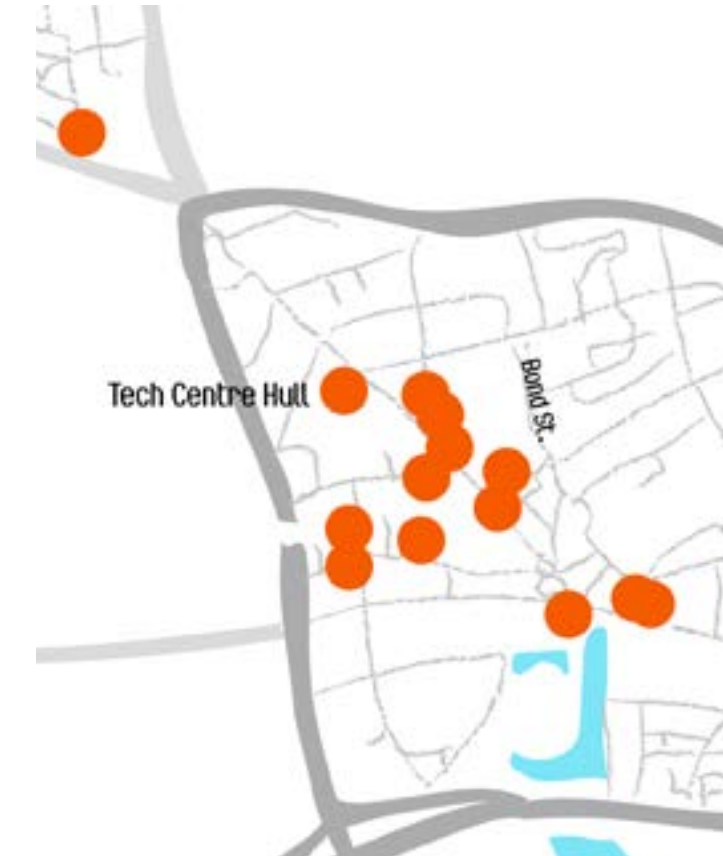
REMAKE Campaign

Editorial, Print, UX

002



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Navigation illustration



Brand illustration

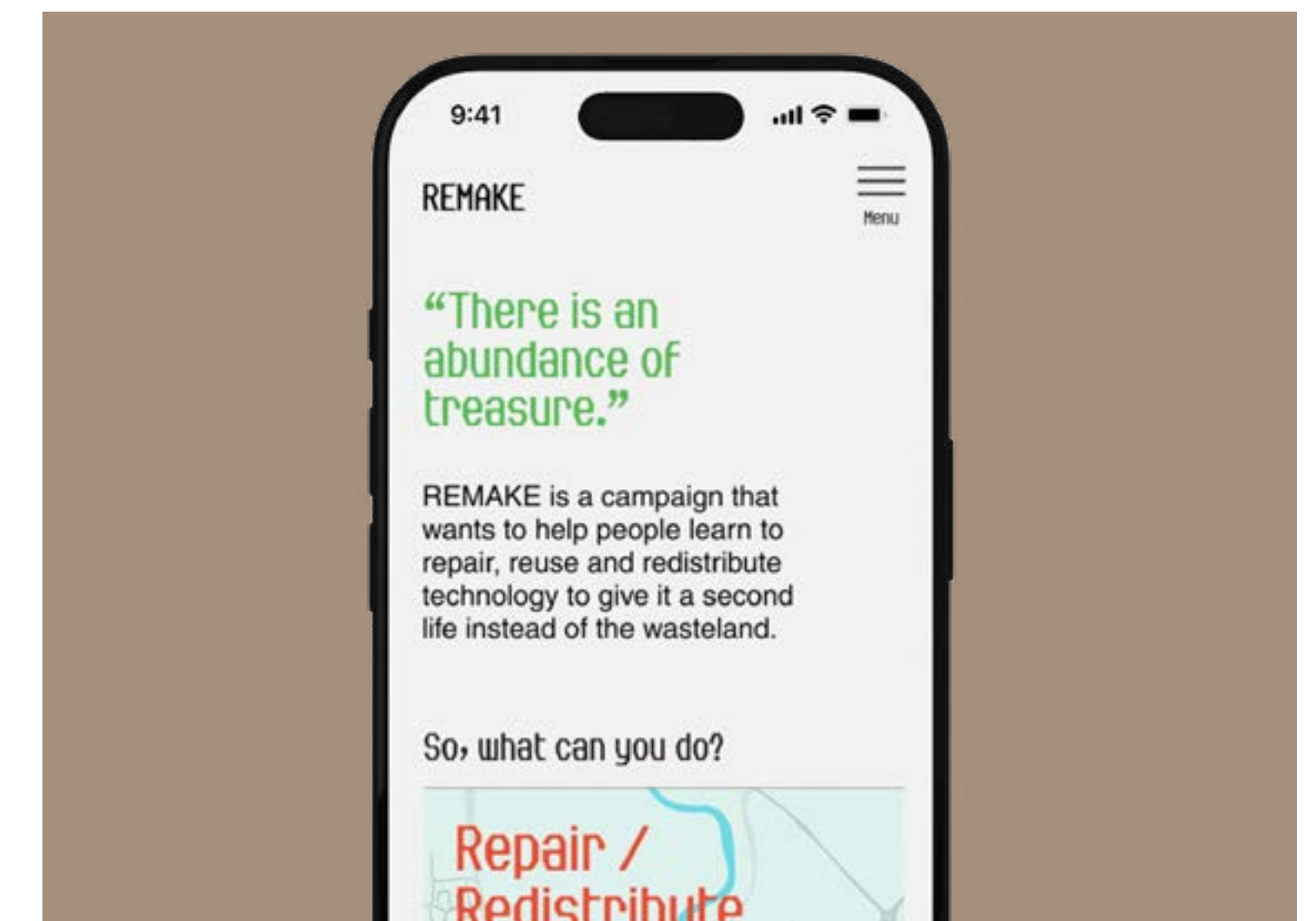
Date: 2026

Industry: Sustainability, Education

My Role: Editorial design, print design, UI/UX

Tools: InDesign, Figma, Photoshop, Illustrator

REMAKE/Repair/Pass It On is a community-focused campaign that encourages people to repair, reuse, and redistribute technology instead of replacing it. Through an educational booklet and supporting digital platform, the project aims to reduce electronic waste while making technology feel more accessible and less intimidating to everyday users.



Mobile UI

REMAKE Campaign

Editorial, Print, UX

Repair

Fix Your Broken Keyboard Caps

Did one of your keys stop working one day? Don't worry, it's an easy fix.

Step 1
Carefully remove the broken or missing keycap using your fingers or a small flat tool. Gently lift from one side to avoid damaging the plastic clips underneath.

Step 2
Check the key mechanism beneath the cap. Make sure the clips or hinges are still attached and not broken before placing the new key on top.

Step 3
Align the replacement keycap with the mechanism underneath. Position it evenly so the clips line up correctly with the keyboard switch.

Step 4
Press down gently until the key clicks back into place. Test the key by pressing it a few times to make sure it moves normally and stays attached.

4 5

Look, They Did It!

Remade & Repaired in one of our Workshops, 2026

Pass It On

Pass It On

Maria, 27
"I made this small E-reader so that I can read my books without getting migraines from looking at screens too much. At first, I wasn't sure what I was doing, but I got a hang of it and I'm happy with what I came up with."

ibrahim, 62
"Used an old laptop as a movie screen!"

Ed, 19
"Now using this old TV for uni as a second screen!"

Magda, 48
"It still works after 12 years!"

Lola, 7
"I made this from my old keyboard keys! It was so fun to make!"

Heather, 32
"I reused my old computer fans for a small cooling project!"

Amina, 16
"Fixed this with my dad!"

Jack, 64
"I managed to fix my old radio instead of getting a new one. Proud of myself!"

Alex, 21
"I use an old MP3 player so I don't drain my phone battery."

Share your repairs & remakes

Adopt a New Device!

Give them a second chance, at HU7 0BY

Acer Aspire M5810
... and more!

Repaired & Tested

Promotional poster

REMAKE Campaign

Editorial, Print, UX

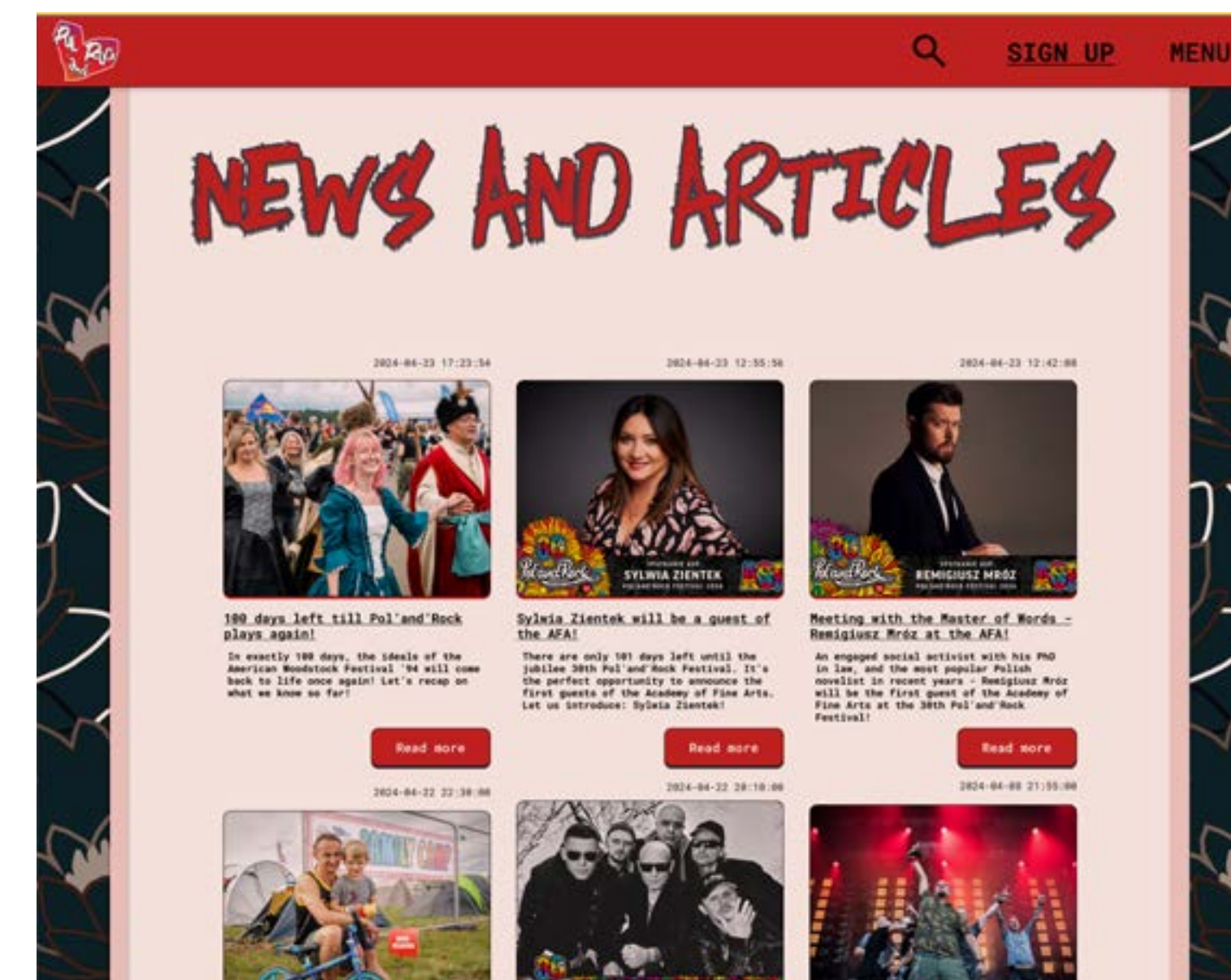
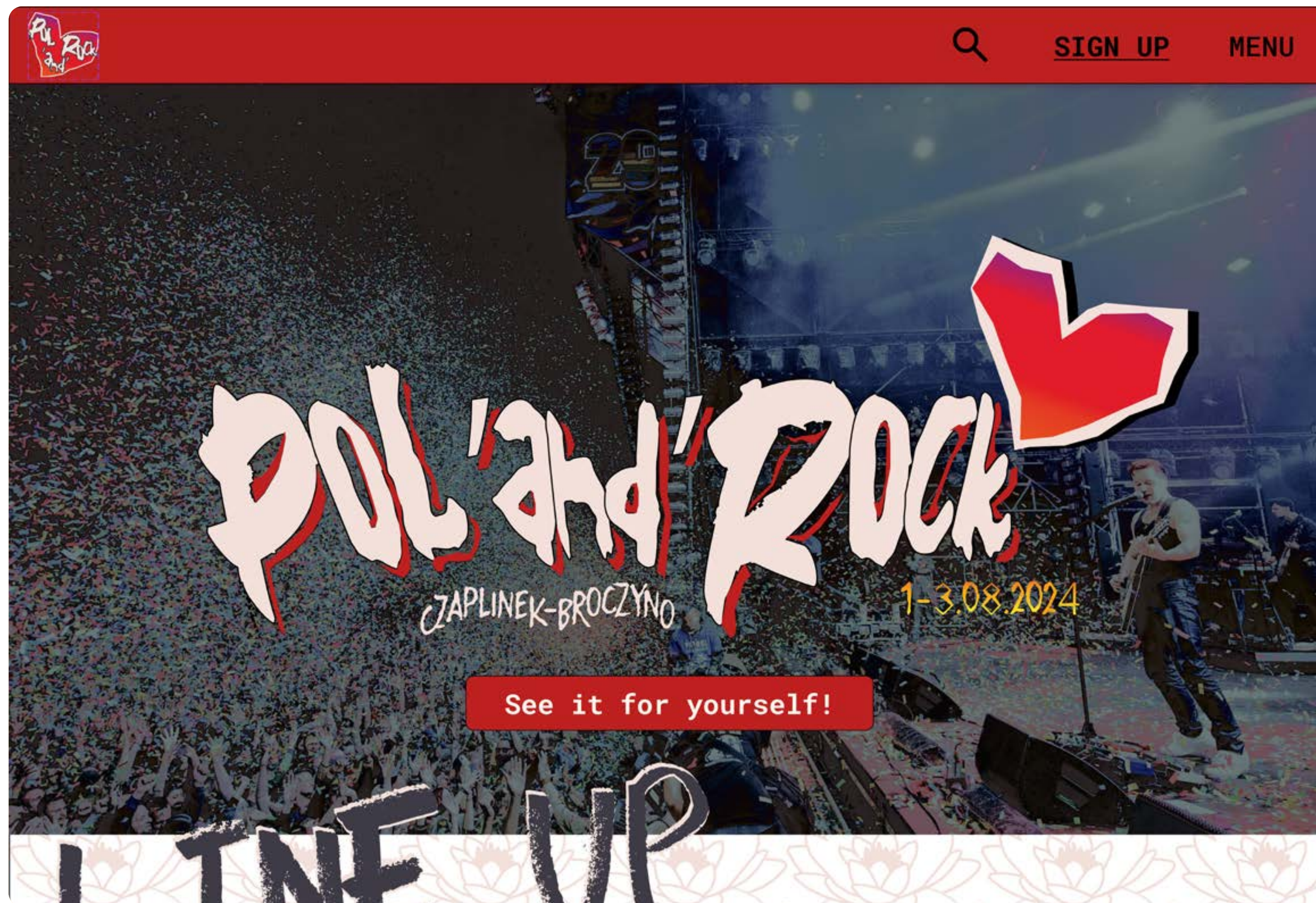
The process consisted of: doing research into e-waste initiatives, audience analysis and testing, editorial design development, and experimentation with formats and materials. This has enabled me to create a campaign that would have a lasting impact on its audience.



Pol'and'Rock Festival

App, UI/UX

003



Date: 2024

Industry: Events / Entertainment

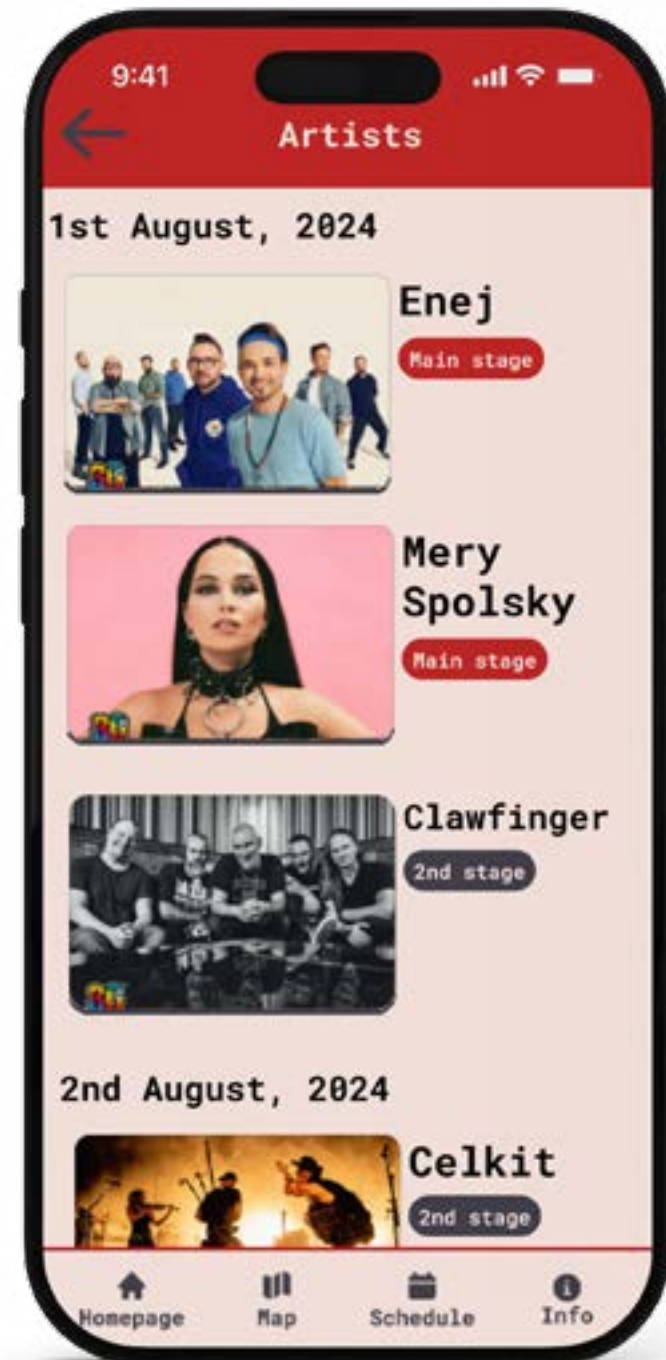
My Role: Visual Design, Re-branding, UI/UX Design

Tools: Illustrator, Figma

Pol'and'Rock Festival is a music and charity festival held annually in Poland. This mobile application concept was designed to help attendees navigate schedules, discover artists, and access event information. The project focuses on creating an intuitive user experience while capturing the energy and atmosphere of a vibrant large-scale music festival and charity event.

Pol'and'Rock Festival

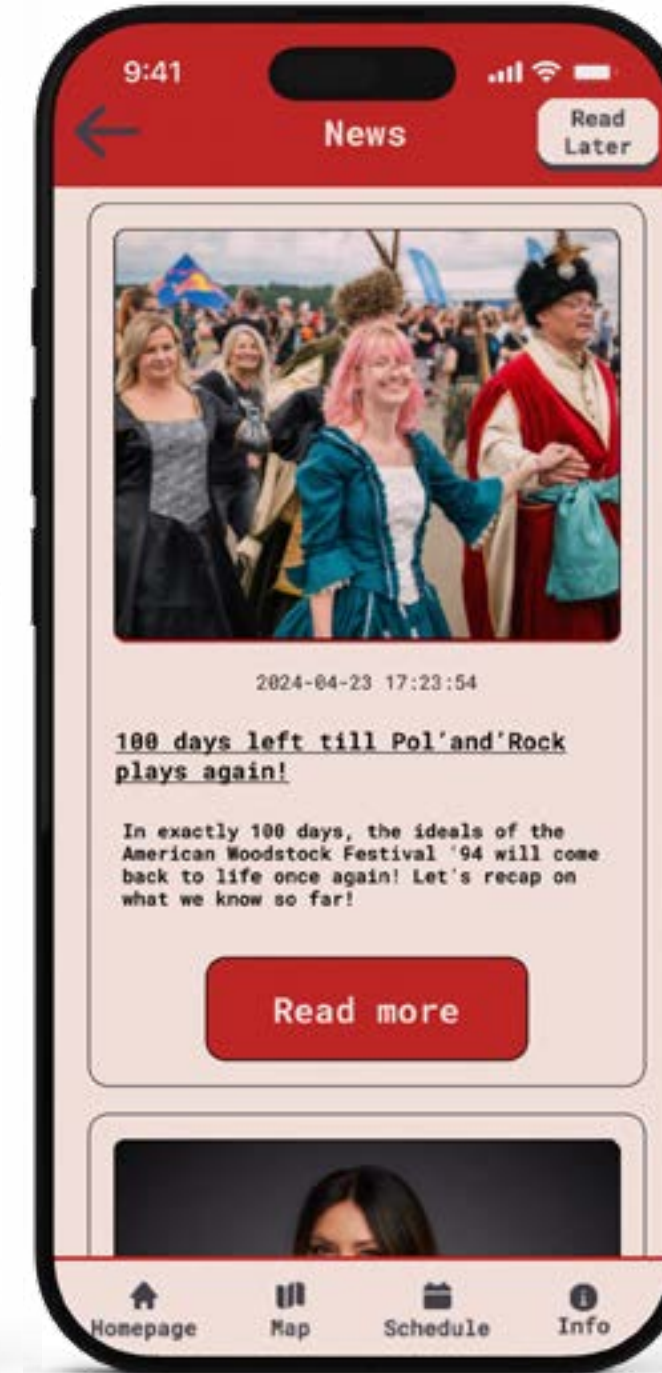
App, UI/UX



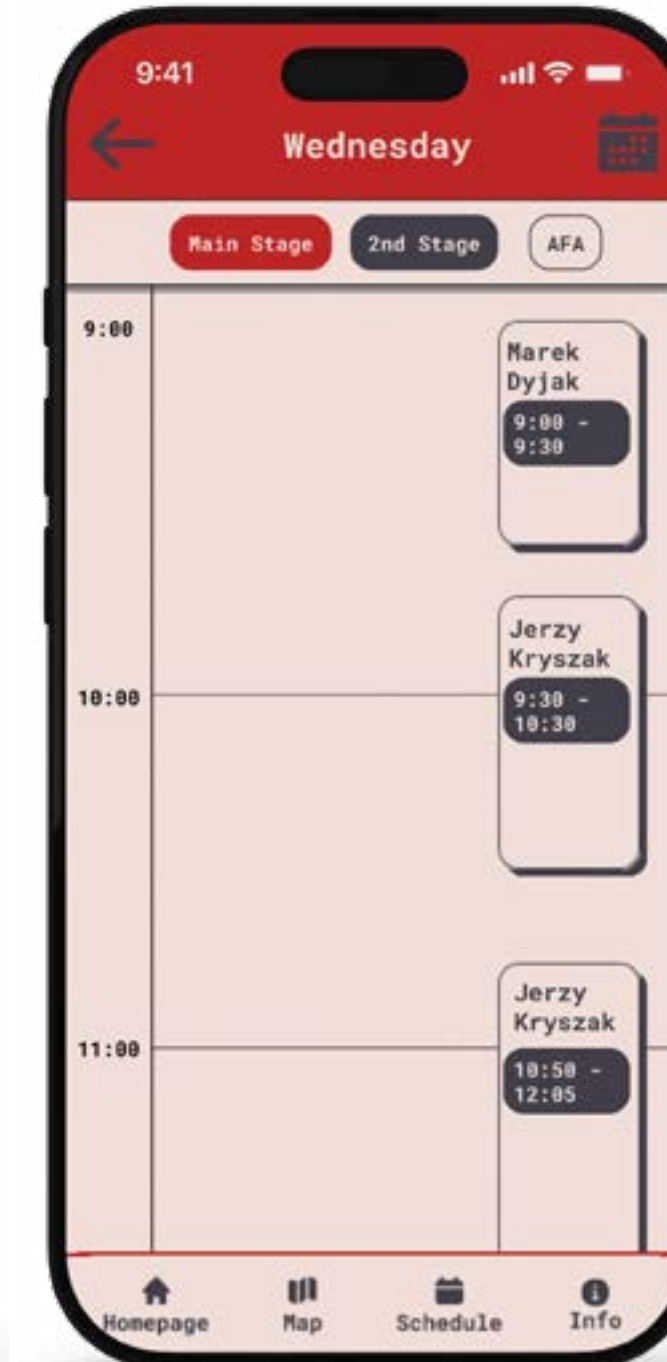
Artist Information Screen



Onboarding - Location



News



Schedule Screen

When designing this mobile app, I focused on creating an intuitive user experience that allows festival attendees to quickly access schedules, artist information, news updates, and navigation tools. I have achieved this through researching user needs and behaviours that unconsciously affect their experiences with user interfaces.

Interactive Prototype

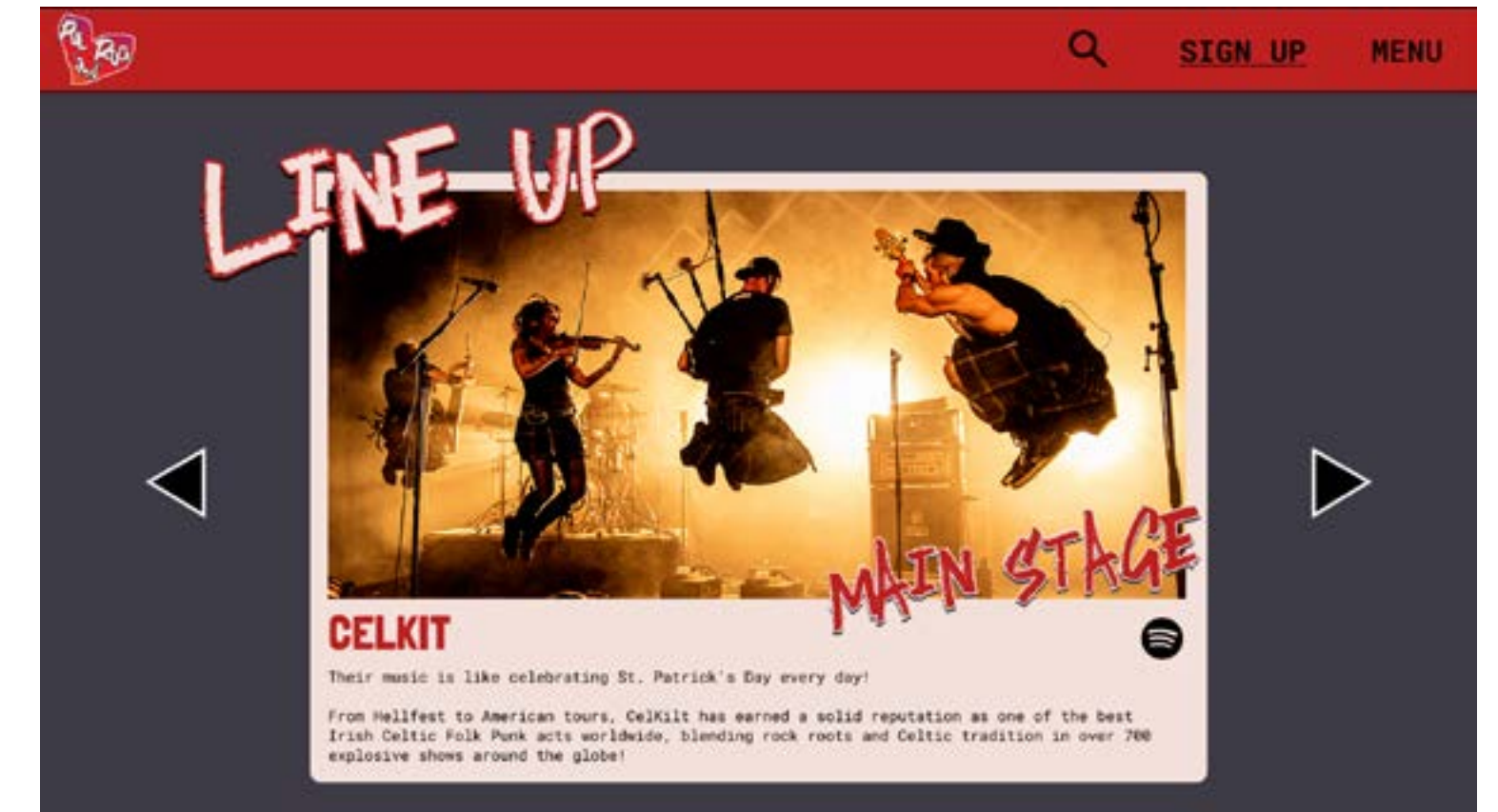
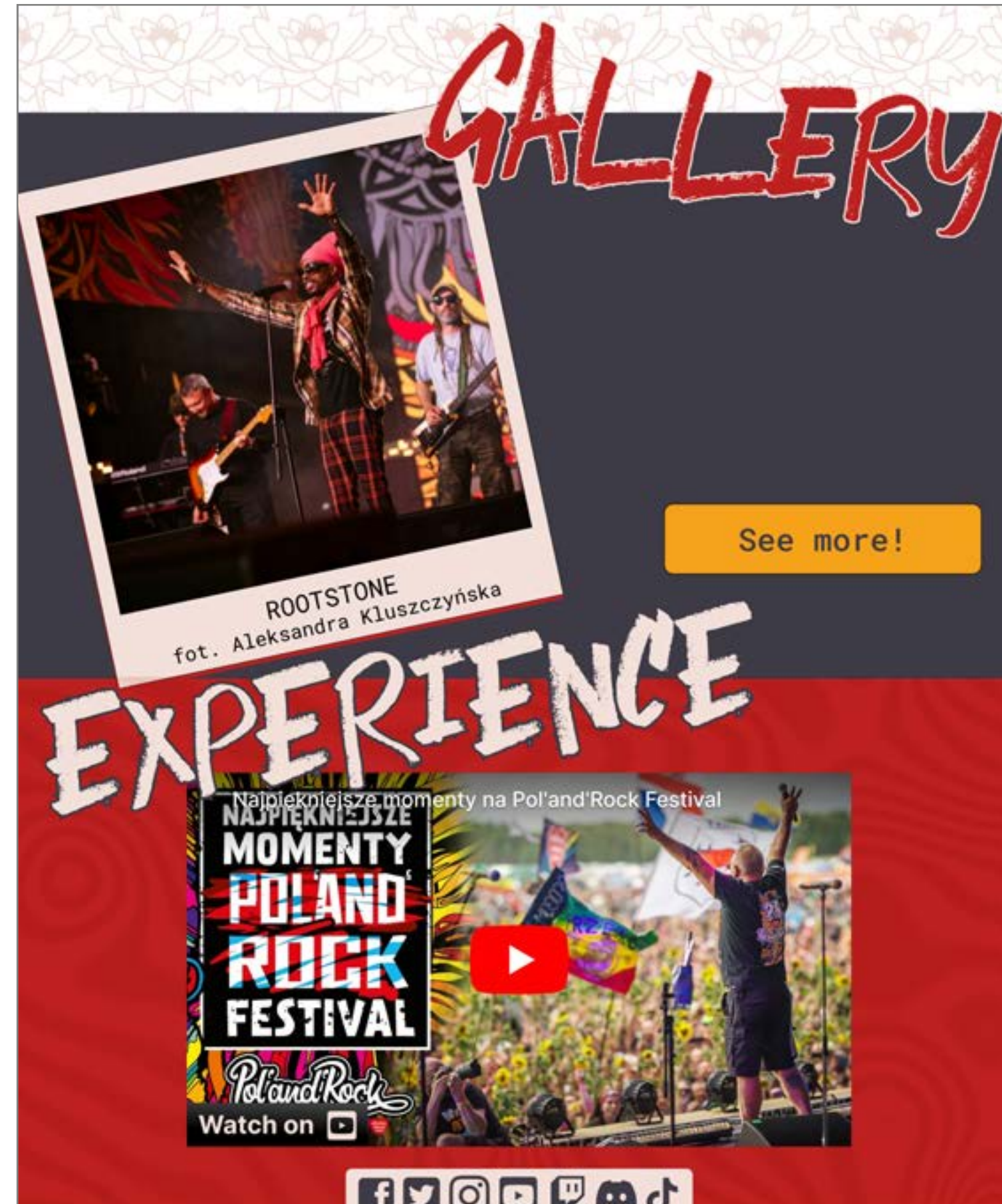
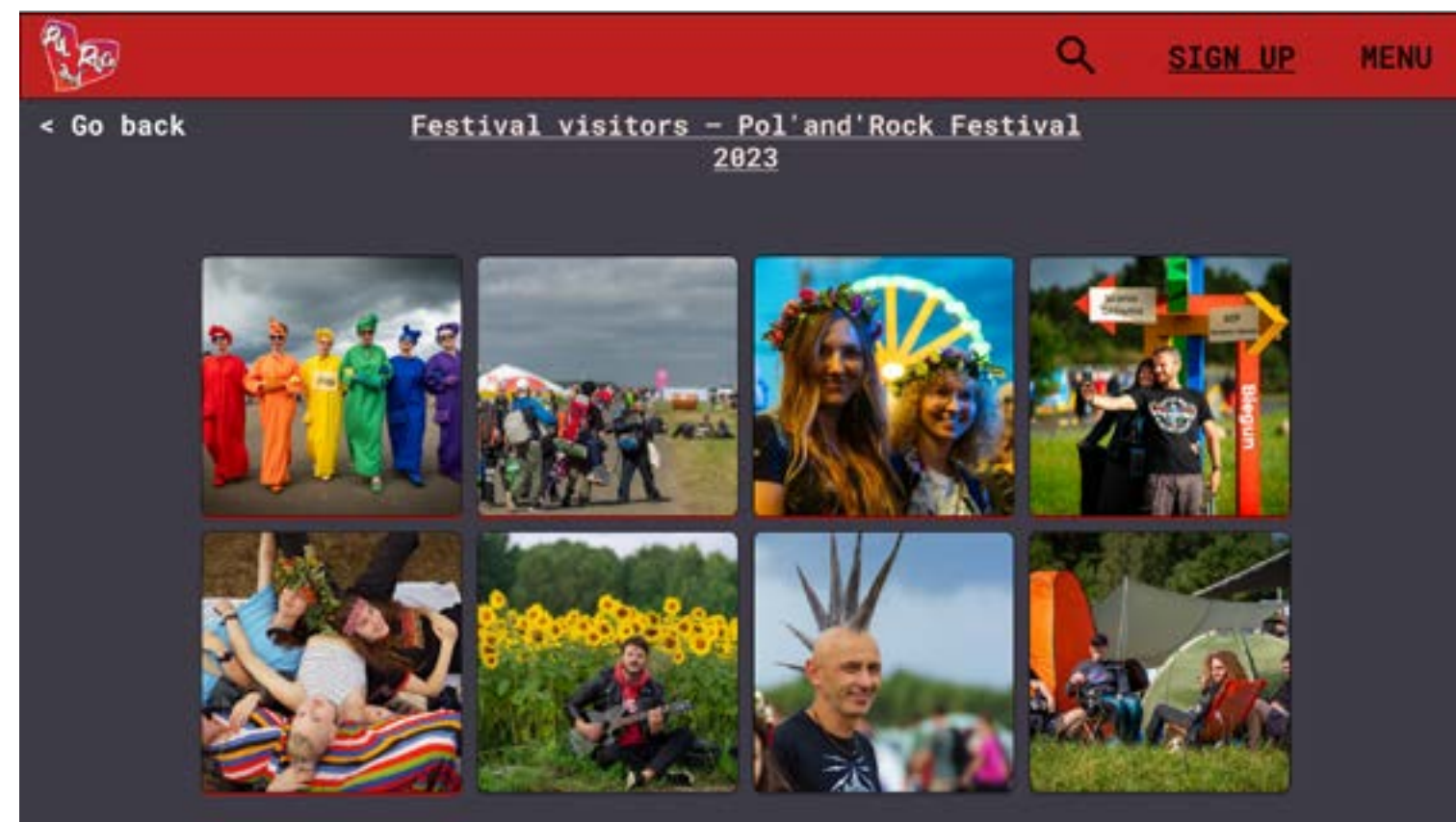
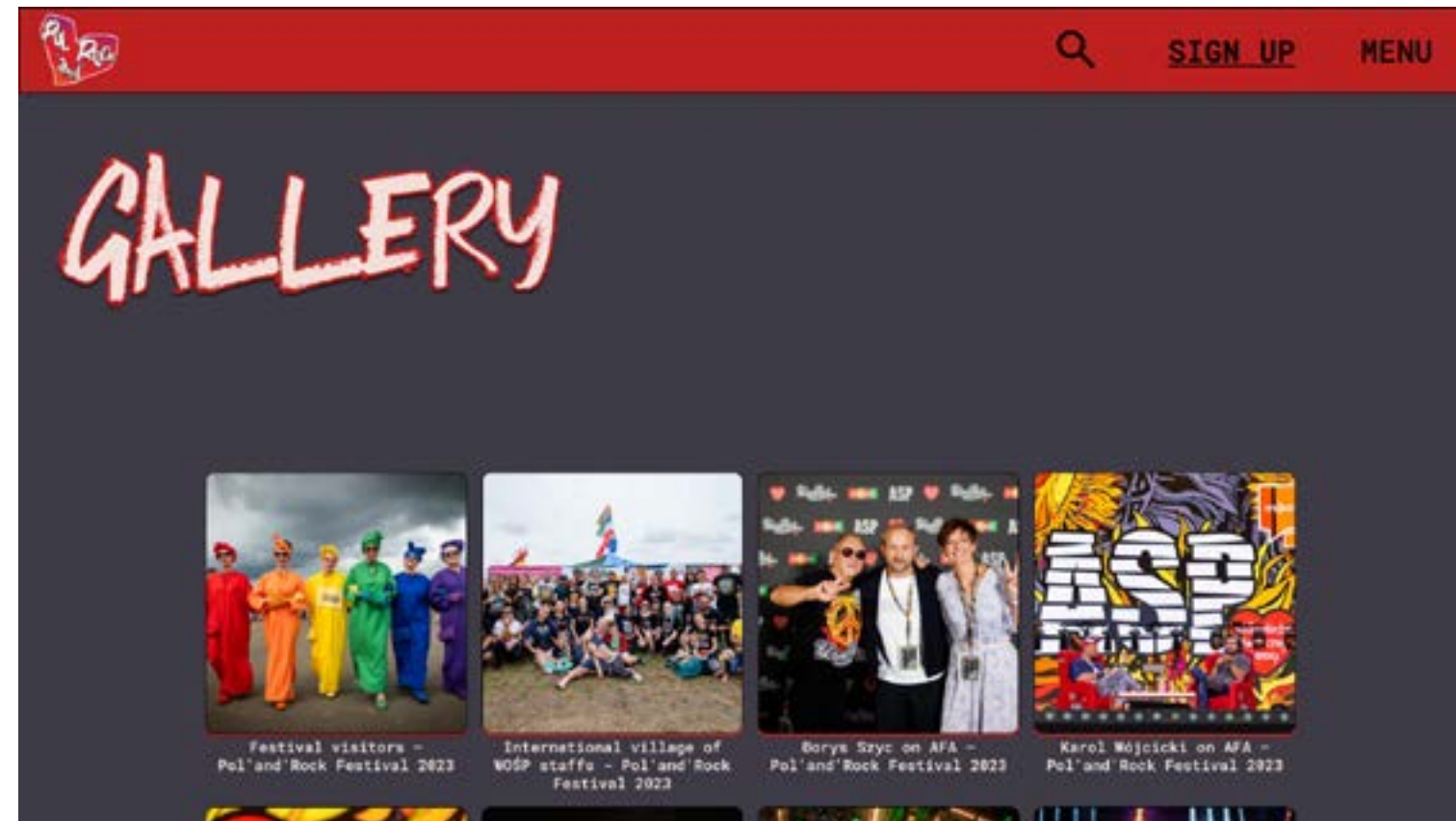


Scan to view the clickable Figma prototype.

[Or click here](#)

Pol'and'Rock Festival

App, UI/UX



Interactive Prototype



Scan to view the clickable Figma prototype.
[Or click here](#)

Icescape

Branding, Packaging, 3D modeling

004



Date: 2025

Industry: Hospitality

My Role: Branding, Packaging Design, 3D Visualisation

Tools: Blender, Illustrator, Photoshop

Icescape is a branding and packaging project developed for a café concept centred around providing a cool, welcoming environment during hot weather. Inspired by brutalist architecture and cold dessert culture, the project combines visual identity, packaging design, environmental graphics, and 3D visualisation into a cohesive brand experience.

Icescape

Branding, Packaging, 3D modeling



Brand Visual



Branding Sketches



Problem

Icescape required a distinctive brand identity for a café concept that combined a refreshing atmosphere with brutalist architectural influences.

Solution & Process

I explored the relationship between cold environments, geometric forms, and café culture, developing a visual identity that balances softness and structure. I did that through experimenting with designing a distinct set of glassware that could communicate this properly as well as setting the correct atmosphere through the branding system.

When designing for this brand, I have ensured to convey a balance between the hard and cold brutalist textures with soft and dessert-like visuals.

Icescape

Branding, Packaging, 3D modeling



Brand Visual



Contact

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**It was nice
to meet
you!**