



Nenad Milosevic

UX, UI, Product, and Interaction Designer

hello@nenadmilosevic.co

<http://nenadmilosevic.co/>

<https://linkedin.com/in/nndmlsvc>

HELLO

I'm T-shaped designer focused on interaction and interface design. Developing intuitive and frictionless user experiences is not just my expertise but also my passion. I love great design, problem solving and crafting digital interfaces that make people's lives easier. Selftaught and fluent across multiple platforms and technologies, I'm always looking for new adventures.

WORK EXPERIENCE

Hear360 (Los Angeles, USA — remote)

UX/UI designer | 2020

<https://hear360.io>

Helping design misc sound editing tools. Case study: <http://nenadmilosevic.co/orbit>

Mixed In Key (Miami, Florida, USA — remote)

Product & interaction designer | 2017 – 2019

<https://mixedinkey.com>

Worked as the lead UX and UI designer on award winning Captain Plugins, Mixed In Key app, and Mixed In Key Studio Edition from ground up. Designed and coded CMS websites in full for all Mixed In Key products. Designed a brand identity for Captain Plugins.

Centili / Infobip (Serbia / Croatia)

Product & interaction designer | 2011 – 2016

<https://centili.com>

Played a key product design role at building mobile payments products. Front and back end interface designs. Website design and coding. Brand identities. Sole product designer for 4 years and led design team for 1 year. Mobile application android and iOS UX and UI design. Created and optimised experiences for 80 countries and more than 40 languages. Helped in recruiting, interviewing, and onboarding new designers.

Freelance (Worldwide)

Designer | 2004 – Present

<http://nenadmilosevic.co>

Over the past 16 years worked with more than 100 happy clients. Designed websites, application interfaces, mobile apps, logos, presentations, games, posters, books, ads, banners, etc. Illustrated icons, logos, graphics, characters, fonts. Created motion graphics, promo videos, drew animations, crafted interactive presentations, music videos, TV titles. Built websites, apps, and chat bots. Composed and produced music.

TECHNICAL SKILLS

Product design
Interaction design
Interface design
User experience design
Mobile / app design
Visual / graphic design
Layout design
HTML / CSS
Web / responsive design
Illustration / drawing
Brand / identity design
Guidelines / specifications
Motion design / animation
Sound design / music production

UX METHODS

Research
Survey / interviewing
Ideation
Personas
Information architecture
Sketching
Wire framing
User flows
Rapid prototyping
Hi-Fi prototyping
Usability testing
Heuristic evaluation



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WORK EXPERIENCE (CONTINUED)

Bipbop Games (Belgarde, Serbia)

Co-founder, product & interaction designer | 2014 – 2017

<https://nndmlsvc.github.io/bipbop-games-website>

Created user experiences for Android games. Crafted interactive prototypes and made game user interfaces. Run usability tests. Illustrated, designed and animated game characters. Composed music and designed sound effects. Created promotional videos. Designed and developed websites. Designed brand identity for the company and the games.

MaxNova Creative (Belgarde, Serbia — remote)

Web designer | 2007 – 2011

<http://www.maxnova.rs>

Designed, coded and built online and offline interactive presentations, web elements, websites, web banners, animations, motion graphics and promo videos.

Ladybug Communications (Belgarde, Serbia — remote)

Web designer | 2009 – 2011

<http://ladybug.rs>

Designed, illustrated, animated and optimised Flash animations, web banners, motion graphics, websites, and presentations.

OTHER

Interview for Brainster

2020

<https://bit.ly/385dCD5>

This interview is a part of the Austria Design Map – a project that tells stories of the Austrian Design scene.

Ableton Live (Interwebs)

Unsolicited redesign | 2017

<http://nenadmilosevic.co/ableton-live-redesign>

I've made an unsolicited redesign of Ableton Live that went viral in 2017. It was featured on MusicRadar, Sidebar.io, Hacker News, Ask.Audio, T-Mobile Electronic Beats, SonicState Talk, CDM magazine, Gearnews, Block.fm, Gearnews, Digilog, MixMag, Kontroleryzm, MusicMag, DynaDrums, UninvitedRedesigns.com and many others.

TOOLS

Figma

Bohemian Coding Sketch

Invision Studio

Adobe XD, Photoshop, Illustrator,

Brackets, After Effects

DevTools / Web Inspector

Eclipse

Unity3D

GIT / SVN

WordPress

Twitter Bootstrap

Ableton Live

RECOGNITION

DesignRuch interview:

<https://bit.ly/2QMbo4z>

Bipbop interview:

<https://bit.ly/2QI7Lg3>

Featured on HackerNews:

<https://bit.ly/33at38D>

Featured on Sidebar io

<https://bit.ly/20cErfZ>

ArtTech Fest award for the

1st place in Static category

SOFT SKILLS

Proactive / self-motivated

Ambitious / passionate

Collaborative / team player

Independent

Results-driven

Strategic thinker

Self-organised

Curious

Creative / problem solver

Quick-learner