



NENAD MILOSEVIC INTERACTION DESIGNER

Phone: +381 63 377 315 | E-mail hello@nenadmilosevic.co | Portfolio: <http://nenadmilosevic.co/>

[Linkedin](#) | [Dribbble](#) | [Behance](#) | [Github](#) | [Medium](#) | [Instagram](#) | [Twitter](#) | [Pinterest](#)

SUMMARY

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. Self-taught and fluent across multiple platforms and technologies, I'm always looking for new adventures.

WORK EXPERIENCE

Centili Mobile Payments Product & interaction designer

2011–2016 | www.centili.com | www.infobip.com | www.ycoins.jp

- Sole product designer for 4 years. Led design team for 1 year. In company from early days before product idea was born.
- Crafted, designed, optimized, and implemented interfaces, interactions, and experiences, from scratch, for 8 applications, 4 [websites](#), 3 [blogs](#), iOS, Android and [WinPhone](#) apps, 2 [android libraries](#), 1 Android game, and loads of landing pages.
- Created and optimized experiences for users in [80 countries](#), more than 250 mobile network operators and dozens of partners and clients like Vodafone, Wargaming, Badoo, Nordeus, MTS.
- Developed HTML/CSS to fully support RTL writing systems and 40+ languages.
- Sped up the average session duration on Payment Page by 20% and average payment time by 600% (from 3m to 30s).
- Played major part in squashing Payment Page file size from 300KB to 50KB.
- Increased website hits by 700% over the last 4 years by constantly testing, redesigning, refining IA, enhancing forms, and improving user onboarding process.
- Designed brand identity for Centili, ¥Coins and Apps & Games.
- Helped in recruiting, interviewing, and onboarding new designers.
- Check out my [case studies about mobile payments](#) for a complete walkthrough of my design process.

Bipbop Games Co-founder, product and interaction designer

2014–2017 | www.bipbopgames.com

- Created user experiences for two Android games: [Reflect Yourself](#) and [Colors](#).
- Collaborated closely with a software engineer on ideation, research, and game design.
- Crafted 10+ fully interactive prototypes and made game user interfaces.
- User tested and collected feedback on mobile / game conferences and events, using game prototypes.
- Illustrated, designed and animated characters.
- [Composed](#), designed and implemented all graphics, animations, [music](#), and SFX.
- Created motion graphics and promo videos for [Reflect Yourself](#), [Colors](#), [Climb](#), [Color Tiles](#), [Gravity Tap](#).
- Designed and developed the website, game assets, app store graphics, press kits, company and game brand identities.
- Optimized (ASO, SEO) and made app store and website information architecture.
- By sharing helpful games related information and useful resources for indie game devs, grew Twitter following to 2k in one year.

SKILLS

Technical skills

Interaction design
Interface design
Digital product design
User experience design
User-centered design
Mobile / app design
Visual / graphic design
Layout design
HTML / CSS
JavaScript / Grunt (intermediate)
ActionScript (intermediate)
PHP (Basic)
Web / responsive design
Illustration / drawing
Brand / identity design
Guidelines / specifications
Motion design / animation
Game design
Photo retouching
Sound design / music production
Scrum / Kanban

UX methods

Research
Survey / interviewing
Ideation / concepting
Personas / scenarios
Information architecture
Sketching / Wireframing
User flows / Storyboarding
Mockups
Rapid prototyping / hi-fi prototyping
Usability testing / A/B testing
Heuristic evaluation

Soft skills

Proactive / self-motivated
Ambitious / passionate
Collaborative / team player
Independent / leader
Results-driven
Strategic thinker
Self-organized
Intellectually curious
Creative / problem solver
Quick-learner
Professional / reliable
Communicative
Empathetic
Detail junkie



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Ladybug Communications Web designer

2009–2011 | www.ladybug.rs

- Designed, illustrated, animated and optimized Flash web banners, static web banners, Flash animations.
- Designed, illustrated and crafted animations and motion graphics.
- Designed, coded and developed Flash websites.
- Designed and composed presentations.
- Check out my [old portfolio](#) for works done for Ladybug Communications.

MaxNova Creative Web designer

2007–2011 | www.maxnova.rs

- Designed, coded and built online and offline interactive presentations.
- Designed and coded web components.
- Crafted Flash websites and web banners.
- Designed, illustrated and crafted Flash animations, motion graphics, and promo videos.
- Check out my [old portfolio](#) for works done for MaxNova Creative.

Freelance Designer

2004–2017 | www.therootout.com

- In 12 years worked for more than 100 clients.
- Designed websites, application interfaces, mobile apps, logos, presentations, games, posters, books, business cards, CD covers, ads, banners, flyers, t-shirts, packaging.
- 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. Designed sounds.
- Check out my [old portfolio](#) for works done as freelancer till 2011.

TOOLS

Adobe Photoshop
Adobe Illustrator
Bohemian Coding Sketch
Adobe Animate / Adobe Flash
Flitno
Principle
Facebook Origami (intermediate)
Pen / Paper
Adobe Brackets
DevTools / Web Inspector
WAMP / XAMPP / EasyPHP
Eclipse
Unity3D
GIT / SVN
WordPress
Twitter Bootstrap
Adobe After Effects
Sony Vegas
Adobe InDesign
Ableton Live

RECOGNITION

Features

“[Dashboard UI design](#)” rebound featured on [UpLabs / SiteUp](#), [PSDrepo](#), [Ulspace](#), [FreebieSupply](#), [DesignerResource](#), [PSDauthor](#), [Freebbble](#), [DesignerMill...](#) | 2016

[Old portfolio](#) “The Root Out” featured on [Modny73](#), [KoFlash](#), [TopDesignMag](#), [DesignYourWay](#), [QuerTime](#), [BloomWebDesign](#), [Creattica...](#) | 2011–2012

Awards

[1st place award](#) “ArtTech Fest” in static category | 2007

INTERESTS

Design, music production, sound design, finger drumming, coding, technology, photography, art, drawing, DJing, skiing, psychology.