

ALEKSANDAR VUJOVIC UX/UI

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## Skills

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UX / UI Design | Prototyping | HTML/CSS | Front-End Design | Animation

Print | Pre-Visualization | Illustration | Market Research | Traditional

## Software

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Sketch, Invision, Photoshop, After Effects, Keynote, Axure, Balsamiq, Illustrator, Maya

Preferred tools: Sketch, Invision, Photoshop, Keynote

## Experience

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### Smart Sparrow

UX Designer 08/17 - 12/17

Learning Webapp Design

Daily responsibilities include check-in meetings and follow-ups on interactive prototype deliverables, feedback incorporation and asset creation, management, delivery and optimization for web implementation. The bulk of the work was done for Smart Sparrow's WetLabs for University of Oregon, University of Arizona and University of Florida - a full web-based virtual toolset for chemistry coursework. San Francisco office 3 days a week on average, two days remote.

Tools: Sketch, inVision, Photoshop, HTML/CSS, After Effects

Releases: **Smart Sparrow WetLabs**



### Next Force

Sr. UX Designer 06/16 - 07/2017

SaaS workforce MGMT Apps

Daily responsibilities include scrum meetings and Slack communication with team (iOS devs, Android devs, Product Managers, CEO) to discuss the best course for usability and visualise and annotate solutions, factor in feedback using Sketch and inVision for efficient updates to a maintained interactive prototype of Helper and Manager apps, developed concurrently for iOS and Android.

Designed responsive web portal and marketing material.

Created video advertisement for Manager app.

Palo Alto office, travel to San Francisco once or twice a week.

Tools: Sketch, inVision, Photoshop, Zeplin, HTML/CSS, FinalCutPro, After Effects

Releases: **NextForce Helper (iOS/Android) & NextForce Manager (iOS/Android)**



### **NantMobile**

Sr. UX Designer 02/16 - 04/16

Cancer Recovery Support App

Daily responsibilities included prototype walkthrough presentation meetings for the CEO, Slack communication with team and visualising team feedback in agile environment.

Tasked with steering a swayed project back on course to meet deadline, and with design considerations for impaired vision and short term memory loss. Updated design for Calio with additional features.

Helped transition new designer.

Tools: Sketch, inVision, Marvel, Photoshop, Illustrator, Keynote

Releases: **CancerConnect (iOS), Calio (iOS/Android)**



### **TheFind**

Design Lead & Branding 02/12 - 03/15

e-Commerce Product Search Engine & Related apps

Daily responsibilities included developing commercial experiences through wireframes and mockups with options while advocating best practices.

Worked with Product Manager, VP of Product, CEO, developers and junior designers in agile environment.

Developed new commercial experiences from concept and iterated on existing apps and web domains.

Develop product requirements into wireframes, to polished mocks to specs for developers.

Closely communicated with three separate development teams and supported other designers on team.

Acted as a bridge between developers and product management.

Cultivated company branding.

Office in Mountain View, travel to San Francisco for Web Dev team meetings.

Tools: Photoshop, Keynote, Fireworks, HTML/CSS, After Effects

Releases: **TheFind (iOS), Catalogues (iOS), Glimpse (Web/iOS/Android) Shopping (iOS/Android)**



### **Magnolia Labs**

Lead Product Designer 07/10 - 09/11

Boutique App Shop

Daily responsibilities included communicating with founders and remote designer/developers to arrive at a logical point create mockups and specs to aid in development of over twenty iOS and Android apps for a variety of third party clients as well as the company's own.

Developed company's branding.

Tools: Photoshop, HTML/CSS, After Effects

Releases: **Showtimes (iOS), Movies (iOS), PocketPMI (iOS/Android), Shizzlr (iOS/Android), Blekko (iOS), Craiggers (iOS), Craigster (iOS), The Heinle Picture Dictionary, eColonial Parking (iOS), Manilla (iOS), Surf Creatures (iOS), Jambase (Android), flysfo (iOS), Pinkbook (Android), Marriott (iOS), Ultratick (iOS)**

## Experience (cont'd)

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Vaporware Labs  
Lead Artist / Generalist 03/10 - 06/11  
iPad Game, Web Timecapsule service

Daily responsibilities included scrum meetings with developers and CEO, production of artwork and UI design, check-ins with CEO and feedback turnarounds, production of app-ready assets and marketing artwork. Communication with local and remote developers to accomodate best practices and streamline feature implementation.

Tools: Photoshop

Releases: **Steve Young Football (iOS)** and **WebCapsule (iOS)**



Three-Sixty Pacific, Inc.  
Creative Art Director 06/09 - 10/09  
iPad Game, Web Timecapsule service

Collaborated with the original game creator on an high-defintion reimagining of the classic game for the first retina iPhone through a series of iterative development meetings.

Tools: Photoshop

Releases: **Armor Alley (iOS)**

## Interests

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Drawing | Storytelling | Cinema

## Education

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**Bachelor of Science** Animation / Visual Effects 2008

Ex'Pression Emeryville, CA