UX/UI & Product Designer

Vedran Dimitrijević

Contact information

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My Tools

- Figma
- Adobe Illustrator, PS, XD
- Corel Draw
- Cinema 4D, Dimensions
- HTML/CSS, JavaScript & React

Additional skills

- Communication
- Management
- Teamwork
- Problem solving
- Working with thight deadlines

Languages

- Bosnian
- English

Interests & activities

- Traveling
- Bike & motorcycle riding
- Snowboarding
- Car racing
- Technology & gadgets

Internship

At Nada d.o.o. IT Services & IT Consulting /
May 2022 - Jul 2022

Expanded my knowledge in HTML, CSS, JavaScript & React, while working on live projects.

HTML | CSS | JavaScript | React

Work experience

CEO of Devote - Product Designer — Apr 2020 - Present

- Client Communication: Successfully managed client relationships, translating their needs into actionable design projects through clear and effective communication.
- Project Management: Led multiple projects simultaneously, ensuring timely delivery and maintaining high standards of quality.
- Problem Solving: Addressed and resolved client concerns efficiently, maintaining satisfaction and long-term partnerships.
- Creative Direction: Provided creative leadership on various projects, from initial concept to final execution, ensuring alignment with client goals and brand vision.

Graphis & UX/UI Design | Product Design | Branding

STC | TAWAL - Product Designer — Oct 2024 - Nov 2026

- Leading the design of mobile applications and internal SaaS platforms that support operational workflows and field activities.
- Translating complex business requirements into clear, scalable, and user centered product experiences.
- Designing user journeys, from early concepts and wireframes to high-fidelity UI and interactive prototypes.
- Collaborating closely with product managers, engineers, and stakeholders to align design solutions with business and technical constraints.
- Improving usability, navigation, and interaction patterns across internal tools used by operational teams.
- Contributing to design standards and reusable UI patterns to ensure consistency across multiple products and systems.

Singularity.is - UX/UI Designer — Oct 2022 - Mar 2024

As a UX/UI Designer, I researched user needs to create wireframes and prototypes, designed user friendly interfaces, and tested usability for refinement. Collaborating with product teams, I ensured accurate and goal-aligned design implementation, contributed to a design system for consistency, and stayed updated with industry trends for innovative solutions.

UX/UI Design | UX Research | Information architecture | Wireframing | Prototyping | Hi-Fi Design & prototyping

GamaPrint & Design - Lead designer — Oct 2016 - Nov 2021

- Developed, designed and produced graphic art and print products.
- Worked closely with creative staff of clients to identify creative solutions for various marketing and advertising concepts.
- Developed 600+ graphic design, print materials and projects which included brochures, booklets, flyers, business cards, product labels, window vinyls and signage, trade show displays, banners & posters...
- By consistently meeting tight deadlines and developing good relationships with clients, I helped increase sales during my time working for this company.
- Mastered numerous printing and design skills such as setting up bleeds for artwork, layouts for master sheets, precise registration for duplex prints, color matching and the vinyl process from creation to application.

Graphic design | Print ready design | Branding