

# Curriculum Vitae – Nikola Jankovic

I am an experienced multidisciplinary creative working in the fields of visual, product and game design since 2009. Join me in making interactive experiences look and feel great for everyone!

## Personal information

Name

Nikola Jankovic

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Portfolio

<https://nix-design.com>

## Experience

2022 - ongoing

### Brame R&D

Lead Designer - Games

**Responsibilities:** Leading the team working on Brame's game design and tailor-made projects. Coordinating the process of UX & UI creation, game design, 3D and motion graphics

**Skills:** Visual Design · 3D Modeling · User Experience (UX) · User Interface Design · Game Design · Motion Graphics · Narrative Design · Web Design

#### Highlights:

- 2022, Plarium: RAID Shadow Legends (NDA) – Head of Design
- 2022, PENNY: In-app Gamification (NDA) – Head of Design
- 2022, Brame Playable Ad Framework: System of gamified experiences

2019 - 2022

### Brame AG

Lead Designer - General

**Responsibilities:** Heading the design team working on Brame's SaaS and tailor-made projects. Coordinating the process of UX & UI creation, game design, 3D and motion graphics

**Skills:** Visual Design · Design Systems · Design · 3D Modeling · User Experience (UX) · User Interface Design · Game Design · Motion Graphics · Software as a Service (SaaS) · Web Design

#### Highlights:

- 2019, HatTrick: Multiplatform game release
- 2020, Brame Builder 1.0: Product Design for company's SaaS
- 2021, Brame Playable Ad Framework: System of gamified experiences (NDA)

2013 - 2019

## NaissusWorks

Designer & Product Owner

**Responsibilities:** Designing UX and UI for first- and third-party software and games. Responsible for level and game design, 2D & 3D asset design, creation of motion graphics and promotional assets.

**Skills:** Design · 3D Modeling · Mobile Games · User Experience (UX) · User Interface Design · Game Design · Motion Graphics · Graphic Design · Sound Design · Marketing

### Highlights:

- 2018, The Little Ball That Could: Multiplatform game release, 100,000+ mobile and 10,000 desktop & console players
- 2013, Best Widgets: Revolutionary Android widget construction app (100,000+ users)

2009 - 2019

## Freelance Work

Full-stack developer, Graphic & Product Designer

**Responsibilities:** Website and mobile UI and UX work, website design and coding, and graphic design

**Skills:** User Experience (UX) · User Interface Design · Graphic Design · Web Design · Branding & Identity · Full-stack Development

### Highlights:

- 2014-2016, Perdue HealthWorks: Full-stack Intranet solution for medical information lookup
- 2015, VM Android Shop: Custom CMS with mobile and web store integration
- 2011-2013, It's Done! App: Multi-platform app for users with cognitive impairments

## Education

Ongoing

California Institute of the Arts: Graphic Design Specialization

2022

Google UX Design Professional Certificate

2012 - 2014

### MA in Philology - English Language & Literature

Faculty of Philosophy, University of Nis, Serbia

- Average grade: 10 / 10
- Received general education and practice in conducting scientific research. Written a research-backed master's thesis on regarding the effective use of language and imagery in advertisements

2008 - 2012

### BA in Philology - English Language & Literature

Faculty of Philosophy, University of Nis, Serbia

- Average grade: 9.75 / 10
- Acquired skills for effective use of English in professional writing, public speaking and correspondence, teaching methodologies

## Honors & achievements

<b>2013</b>	Winner: "Best App Design - Promotion of Local Events," app design & development competition (Telenor Serbia & Wireless Media D.O.O)
<b>2013</b>	University Chart for the Best in Class Graduate (University of Nis, Serbia)
<b>2011-2013</b>	Annual Stipend for Exceptional Scientific and Artistic Achievements (Foundation for the Support of Science and Art, Republic of Serbia)
<b>2012</b>	Runner-up: "Appsolutno Smart – Best App Idea," app design & development competition (Samsung Serbia)
<b>2009, 2010</b>	Departmental Award for Excellence in Studies (Department for English Language, Faculty of Philosophy, Nis, Serbia)
<b>2009</b>	Faculty Award for Excellence in Studies (Faculty of Philosophy, Nis, Serbia)
<b>2008</b>	Municipal Scholarship – Advancing the Web Presence of Educational Institutions (Lebane, Serbia)

## Skills & abilities

### *Professional skills*

#### **Visual design:**

- Digital & traditional design (Adobe Creative Suite, hand-drawn illustration)
- Motion graphics and video editing (Adobe After Effects, Adobe Premiere)
- Hard-surface 3D modelling & texturing (ZBrush, Autodesk 3D Studio Max, Substance Painter)
- Maintaining design principles, standards and in touch with trends

#### **Product design:**

- Implementing user-centric design to create intuitive, accessible interfaces and UX flows
- Developing personas, empathy diagrams, user journeys, identifying pain points
- Conducting research and usability studies, collecting and filtering feedback, analyzing data and synthesizing it into insights
- Designing wireframes, low- and high-fidelity mockups and prototypes (Figma, Adobe XD)
- Developing and maintaining design systems
- UX writing and UI design

#### **Game design:**

- Level design – Modular design systems, integration of gameplay elements
- Narrative design – Characters, world building, dialogue, environmental storytelling
- Gameplay – controls, rules, incentives, progression, monetization

**Development:**

- Responsive Web development (HTML5 - CSS3 – JavaScript - Bootstrap)
- Skilled user of visual composer tools (Mobirise, Elementor)
- Integrating and tracking website usage (Google Analytics, HotJar)
- Conducting SEO analysis, code-level and content-level optimizations (Ahrefs, Clearscope)
- Experience with server-side scripting and databases (PHP, MySQL)

**Leadership**

- Experienced in using task management and time-tracking tools (JIRA, Trello, Clockify)
- Skilled in interpreting project requirements, providing time and effort estimates based on current team workload
- Technical interviews, skill and portfolio estimates, and ongoing evaluations
- Experienced in mentoring, identifying strengths and weaknesses, and supporting team members in their development plans

**Personal skills**

- Self-starter, eager to face challenges, diligent and dedicated to the ongoing projects
- Quick to learn new skills, individually or under guidance
- Very analytical and focused on details, meticulous in investigating and documenting issues in the project and providing constructive criticism and solutions
- Patient and empathetic to the needs of others

**Communication**

- Skilled in cross-team communication, on account of my experience with all steps in the product launch cycle
- Worked with small, medium and large corporate structures and institutions
- Experienced in working in multi-cultural teams and using tools for long-distance collaboration
- Experienced in direct communication with stakeholders, organizing discussions and feedback sessions, generating reports, and presenting debriefing and idea pitch decks

**Other information****Languages**

- Serbian: Mother tongue
- English: C2/CPE - Proficient in oral and written communication, as well as public speaking
- French: Basic level – listening and reading comprehension

**Personal interests**

- Highly interested in the latest developments in computer and mobile hardware and software
- Video games, including game design theory, development and business practices
- Music creation and modern Latin dancing (salsa, bachata)