



MILENA ĐOKIĆ

UX/UI DESIGNER & FRONTEND DEVELOPER

// BIO

I am a graduate production designer with years of experience in film, TV, theater and digital art and design. More recently, I worked as UI and UX designer and frontend developer in IT.

My long held tendency towards digital art and information technologies led me through the proces of continuous learning and education.

Participation in various projects has taught me both the independent thinking and team work.

I enjoy problem solving and a feeling of constant progress that overcoming the challenges brings.

Colleagues say that I am cooperative, communicative, rational, analytical and dedicated.

// OBJECTIVES

I'm looking for employment in IT sector in the position that suits my skills and abilities. My desire is to work in a creative and dynamic environment that will provide me with the opportunity to progress, learn and adopt new knowledge and skills.

// EXPERIENCE

2024 - PRESENT	●	UI/UX DESIGNER & FRONTEND DEVELOPER <i>Tanano</i>
2021 - 2024	●	UI/UX DESIGNER & FRONTEND DEVELOPER <i>SB22</i>
2021	●	UI/UX DESIGNER & FRONTEND DEVELOPER <i>Digistore24</i>
2019 - 2021	●	UI/UX DESIGNER & FRONTEND DEVELOPER <i>Fluena</i>
2018- 2019	●	UI/UX DESIGNER <i>Perun TV</i>
2017 - 2018	●	UI/UX DESIGNER <i>Perun app</i>
2010 - 2017	●	MULTIDISCIPLINARY DESIGNER DIGITAL ARTIST PRODUCTION DESIGNER <i>various companies and productions</i>

// PROJECTS OVERVIEW

SB22

Headquartered in Dallas, Texas, based in Belgrade, Serbia, SB22 is the first fully immersive betting and transactional platform that does not rely on any legacy technology.

I led the design efforts in developing a platform from the ground up.

Established the platform's UI and UX, brand visuals, and design system to ensure a cohesive user experience and visual identity. Created a fully responsive design, tailored for mobile, tablet, desktop, as well as Kiosk, smartwatches, Apple TV, and Apple Vision, across a family of apps.

Collaborated closely with multiple teams of developers to integrate design with functionality.

Utilized Figma as the primary tool for wireframing, prototyping, and creating high-fidelity designs, ensuring effective handoff to development teams. Also participated in implementing design stylesheets.

// SKILLS

- HTML
- CSS
- Sass
- JavaScript
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Cinema 4D

// LANGUAGES

- Serbian - native language
- English - advance level
- German - basic level

// CONTACT

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Home

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DIGISTORE24

Digistore24 is a full-service online sales platform with one of the world's largest affiliate marketplaces that helps you grow & scale business.

As a frontend developer and UI and UX designer I worked on internal and external projects. Making design solutions and writing code for internal project application, order forms, help page, blog on Digistore24 platform. Also making landing pages for clients and custom components for pageblder - Coachannel.

FLUENA

Fluena is a software development agency that produces high quality, custom web solutions.

My position is frontend developer and UI and UX designer.

I contributed to various projects ranging from full featured websites and online stores to vehicle monitoring and a fleet management application. During my experience in Fluena, I have had a chance to participate in entire project proces several times, starting from concept creation, wireframe buildup, design and development, all the way to testing, launching and maintenance.

PERUN TV

Perun TV is a video platform for streaming video content.

My role in this project was to conceive smooth and subtle user experience. As part of it, I designed interface with accent on some of the main features of the app.

PERUN APP

Perun App is a startup project. It is a platform that helps professionals and small business owners grow their businesses or create a franchise.

I had a few roles in the project, ranging from visual identity design, app concept creation, wireframe buildup, app UX and UI design, web presentation design, etc.

PREVIOUS PROFESSION

Previously I worked as a freelance multidisciplinary designer in various art fields.

As graduate from Applied Arts Academy, my first projects were in movies, TV shows, music videos, commercials and theatre. My early asignments were in the role of production designer, but as I increasingly evolved towards digital, I worked as digital artist, animation creator, graphic designer and as an artist in gaming industry.

// EDUCATION

2006 - 2011
Belgrade, Serbia

FACULTY OF APPLIED ARTS
Department of production and stage design

// INTERESTS



BJJ (blue belt)



Cyclotouring



Inovations



Nature