



About Me

As a dedicated UX Designer with 8+ years of experience, I specialize in creating intuitive and engaging user experiences. I leverage a user-centered design approach, conducting in-depth research, and implementing industry best practices to deliver innovative and visually appealing solutions. Proficient in wireframing, prototyping, and usability testing, I collaborate seamlessly with cross-functional teams to align design strategies with business goals. My commitment to creating accessible and inclusive designs, paired with a continuous learning mindset, ensures I stay at the forefront of industry trends. Proven ability to solve complex design challenges and communicate effectively with stakeholders. Seeking to contribute my skills and creativity to a dynamic team, driving impactful user experiences.

Skills

- UX Planning and roadmaps
- UX user flows and journeys
- UX competitive analisys and testing
- UX file structure and IA
- UX component creation in figma
- Design systems development
- Design system governance
- Zero height
- Design wireframes
- Lo-Hi fidelity screening
- Prototyping
- Figma educational skills
- Design process planning
- Video editing
- Adobe cloud

MILOSH SPASIKJ

UX/UI Designer

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Work Experience

UX/UI - Product Designer

- Transamerica - (2023-present)
- Responsible for managing the end-to-end design and user experience strategy, covering pre- and post-login phases and spanning product discovery, high-fidelity design, and prototyping stages. This includes:
 - Pre-Login & Post-Login User Experience: Designing intuitive, user-centric interfaces for both pre- and post-login phases, ensuring seamless transitions and sustained engagement throughout the user journey.
 - Design Process Management: Guiding the progression from wireframes to polished, high-fidelity designs and interactive prototypes, ensuring alignment with project timelines and design standards.
 - Design System Leadership: Spearheaded a complete company rebrand by building a cohesive design system in ZeroHeight, developing and maintaining new Figma components, and executing a full UI reskin to align with refreshed branding.
 - Atomic Design Implementation: Enforced atomic design principles across projects, leveraging company libraries to maintain design consistency and scalability across multiple touchpoints.
 - Cross-Functional Collaboration: Coordinated closely with product owners, stakeholders, developers, and team members to align on design strategy, ensuring that business objectives and technical feasibility are met.
 - Team Education and Mentorship: Educated team members on best practices for utilizing and building components within the design system, fostering a culture of scalable and consistent design practices across projects.

UX/UI - Designer and Product Dev

- Chainstarters - (2022-2022)
- Responsible for collecting, researching, investigating and evaluating user requirements and delivering an outstanding user experience providing exceptional and intuitive application designs.

UX/UI - Designer and Product Cordinator

- Snow Cloud - (2021-2022)
- Responsible for collecting, researching, investigating and evaluating user requirements and delivering an outstanding user experience providing exceptional and intuitive application designs.
- Created and implemented the UI for the new Snow Cloud IOS/Android app.

UX/UI - Designer

- Trifecta Support - (2017-2021)
- Worked on designing and re-designing cross-platform apps, SaaS products, banners, landing pages, UI elements and UX flows. Responsible for start to finish development of UI components, design systems, page layouts, onboarding flows, prototypes for various Trifecta Support clients.
- Developed wireframes, UI elements, user behavior flows, dashboards, admin interfaces, and email templates.

3D-Artist (Surfacing, Texturing, Concept and Modeling)

Company: Fx3x – Video production service - (2012-2017)

- Worked as a 3D generalist and web designer, creating high quality models, textures, shading, lighting, look development, and VFX. Creating models in accordance with customer requirements and engineering design constraints. Worked on notable feature films:
- (2016) Independence Day: Resurgence (modeling, textures)
 - (2016) Teenage Mutant Ninja Turtles: Out of the Shadows (modeling, textures)
 - (2015) Fast & Furious: Supercharged (modeling, textures)
 - (2014) Edge of Tomorrow (hard-surface modeler, textures)

Education

Bachelor Of Arts In Graphic Arts

- Faculty of Fine Arts within the Ss. Cyril and Methodius University in Skopje North Macedonia (2007-2011)
- Independent art creator in the graphics field, graphic techniques, graphic design in the fields of visual communications, graphic standards, audio and visual production, visual modelling, design – marketing agencies, printed and electronic media.

Fx3x-3D practical training (2011-2012)

- 3D Artist practical training at Fx3x facility, learning 3D tehncis (modeling, UV mapping, texturing, animation, rig, shading, rendering and VFX) and tools, working for studios all over the world (ILM, Sony Pictures, Jim Henson and etc.

References

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