

Adis Hasanica

Product Designer (UI/UX)

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Looking to join a startup in UK or EU, and to relocate.



From & based in	Zavidovici, Bosnia and Herzegovina (CET)
Education	General education (Gymnasium "Rizah Odzeckic" in Zavidovici)
Language	English (fluent), Bosnian (native)
Certificates	IELTS for UKVI 7.0 / CEFR C1 (Feb 2020, Helsinki)
Awards	1st place, Garage48+Superangel hackathon in Tallinn, Estonia, in a team with CEO and CTO of ZITICITY on June 2019

Stacker Product Designer (UI/UX)

Feb 2021 - present · Remotely · Full-time contract

Currently, Stacker is a 13-person startup, with headquarters in London, backed by YCombinator and Initialized Capital. Stacker provides a web app that enables anyone to build apps without coding based on data in existing data sources (Airtable, Google Sheets, etc.), focusing on quickly transforming and combining spreadsheets into apps and workspaces.

Flowdash Product Designer (UI/UX)

Aug 2020 - Dec 2020 · Remotely · Full-time contract

During that time, Flowdash was a 2-person startup with headquarters in San Francisco. Founded in Nov 2019 by early employees at Gusto. Backed by YCombinator. Flowdash provides a web app that enables anyone to build internal apps without coding, focusing on apps as funnels, team workflows and business processes (e.g. sales team onboarding new clients).

Stacker Product Designer (UI/UX)

Feb 2020 - May 2020 · Remotely · Full-time contract

During that time, Stacker was a 5-person startup, with headquarters in London, backed by PentechVC. Stacker provides a web app that enables anyone to build apps without coding based on data in existing data sources (Airtable, Google Sheets, etc.), focusing on quickly transforming and combining spreadsheets into apps and workspaces.

Teamscope Product Designer (UI/UX)

Jan 2019 - Jan 2020 · Tallinn, Estonia · Full-time employment

Oct 2018 - Dec 2020 · Remotely · Part-time contract

During that time, Teamscope was a 6-person with headquarters in Tallinn, Estonia. Founded in 2017, one of the founders spent 30+ years in executive headhunting. Backed by TechStars, SAP, BlackPearls, and Jaan Tallinn (co-founder of Skype), with \$600k in funding. Teamscope was building a web app that analyzes personality and values to help companies learn about their people and build better teams.

Portal Product Designer (UI/UX)

Jan 2019 - Mar 2019 · Remotely · Part-time contract

Jun 2018 - Nov 2019 · Remotely · Full-time contract

During that time, Portal was a 3-person startup at early stage with headquarters in San Francisco. Started by founders of Fuel which I worked with earlier and which was backed by 500 Startups. Portal was building a Mac app for cryptocurrency wallet and exchange.

Engine Product Designer (UI/UX)

Several months during 2017 · Remotely · Full-time contract

During that time, Engine eCommerce was a 5-person startup at early stage with headquarters in US, backed by Fund for Arkansas' Future. Engine was providing a web app that enables anyone to set up and run an online store.

Meitu Visual Designer (infographics)

2 months during 2017 · Remotely · Full-time contract

During that time, Meitu was a startup at Series C with headquarters in China. I was hired by their LA-based team to design a set of infographics.

LiftIgniter Product Designer (UI/UX)

Several months during 2017 · Remotely · Full-time contract

During that time, LiftIgniter was a 5-person startup at early stage with headquarters in San Francisco. Backed by YCombinator. LiftIgniter was providing an API that creates content recommendations that are relevant to app's users.

Typen Founder and Product Designer (UI/UX)

Jul 2016 - Dec 2016

Personal project — I designed a web app for writing, that stores texts (e.g. like Dropbox Paper), makes it easy to customize the look to fit any atmosphere or location, and to go into distraction-free mode where only text is visible. I also hired a developer, designed the website and Facebook ads. 2000 signups within 2 months, positive feedback on product (sent by amateur novelists as well as a professional dramaturge), but I discontinued it due to high cost of maintenance (bug fixing, new improvements, etc.) and to focus on freelancing.

Fuel Product Designer (UI/UX)

Jan 2016 - Jun 2016 · Remotely · Full-time contract

During that time, Fuel was a 2-person startup at early stage with headquarters in San Francisco. Backed by 500 Startups. Fuel was a digital health startup that built algorithms for recommending food based on data about a user. I worked on Foodmunk, an iOS app that helps user stay healthy and fit by making sure that the next meal is the most perfect (that provides healthy, but also variety based on previous meals that the user had).

Kamcord Product Designer (UI/UX)

May 2014 - Sep 2015 · San Francisco, CA · Full-time contract

During that time, Kamcord was a 40-people startup at Series A with headquarters in San Francisco and offices also in China and Japan. Kamcord was providing a website to share and watch gameplays (videos and livestreams) of mobile games, as well as web and mobile app and API to record gameplays and host livestreams.

Branded.me Product Designer (UI/UX)

Sep 2014 - May 2015 · San Francisco, CA · Full-time employment

Aug 2013 - Aug 2014 · Remotely · Part-time contract (during high-school)

From Aug 2013 to Aug 2014, it was called Mobiley, and we were building a mobile website builder, but it was discontinued due to poor development work done by an agency. From Sep 2014 to May 2015, we were building a personal website builder — launched after 6 months, 300k websites generated within 3 months. During all that time, it was a bootstrapped early-stage startup, with headquarters in San Francisco, CA.

Weebly Web Designer

Jun 2012 - Jun 2013 · Remotely · Part-time contract (during high-school)

During that time, Weebly was a startup at Series B with headquarters in San Francisco. Backed by YCombinator and Sequoia Capital. From 250+ that applied, I was selected to be one of 10 web designers to design first mobile-friendly set of templates that will be offered to Weebly's 10m+ users. Reporting to an in-house designer at Weebly, I delivered more than 15 original themes that Weebly included in their official offering and featured on their blog.

TurboBOTZ UI Designer

Jun 2011 - Jun 2012 · Remotely · Part-time contract (during high-school)

During that time, TurboBOTZ was an early-stage startup headquartered in Chicago, with \$250k raised, backers include The Brandery. TurboBOTZ was building a product called Playmonks, that helps the user find new games based on what they and their friends played.