

Ana Čačija UX/UI Designer

Osijek, Croatia

Detail-driven UX/UI designer dedicated to transforming product objectives into practical and engaging user experiences.

Employment history

UX/UI Designer at Mono d.o.o., Osijek

March, 2022

Delivering wireframes, high-fidelity mockups and interactive prototypes that effectively communicate the product's functionality

Creating visually compelling interfaces that align with brand guidelines and elevate the overall product experience

Presenting design concepts to everyone involved in the development process (team members, clients, etc.) through visual presentations and storytelling techniques

Working closely with the team in developing and maintaining style guides and design systems to ensure consistency across various products and platforms

Collaborating with cross-functional teams including developers and project managers to define product requirements

Effectively communicating the value and impact of design decisions

Identifying opportunities for product differentiation and innovation through market research and competitor analysis

Utilizing user behavior research and data analysis to inform design decisions and optimize the user experience

Continuously iterating and improving designs based on the feedback

Balancing technical constraints and the user needs in the process of design

Maintaining a strong understanding of emerging design tools and technologies to enchance workflows and efficiency

Education

Bachelor's degree in Computer Engineering

The Faculty of Electrical Engineering, Computer Science and Information Techology Osijek, Osijek

Sep, 2016 - Sep, 2019

Languages

English

Highly proficient

Croatian

Native

Skills

Technical skills

Design

User interface design

User experience design

Prototyping

Wireframing

Figma

Development

HTML & CSS

JavaScript (Vue & React)

PHP (Laravel)

Soft skills

Problem-solving

Creative thinking

Communication

Organization

Time management

Collaboration