

# Maria Zelenika

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Portfolio: <https://mariazelenika.github.io/>

## PERSONAL PROFILE

A detail-oriented MSc graduate in Interactive Media Technology with a passion for communication, innovation, and collaboration. I combine technical expertise with creativity to deliver user-centered solutions. With experience in UX/UI design, game development, and UX research, I thrive in collaborative environments and value continuous learning. I am eager to contribute to innovative projects and grow within dynamic teams.

## EMPLOYMENT

- 11<sup>th</sup> Nov 2024 - 13<sup>th</sup> Dec 2024    **Design Intern at Care to Translate**  
*Stockholm, Sweden*
- Designed detailed illustrations in Figma, expanding the [app](#)'s Image Support Library.
  - Improved UX/UI features via design research and stakeholder feedback.
  - Created brand visuals for Marketing and Product teams.
- 15<sup>th</sup> Jan 2024 - 7<sup>th</sup> June 2024    **Master Thesis Code Intern at Resolution Games**  
*Stockholm, Sweden*
- Conducted my master thesis research on weight perception in Virtual Reality using Unity and hand tracking.
  - Developed interactive tasks to assess pseudo-haptic techniques.
  - Collaborated with game developers on UX research, design and VR innovations.
- 24<sup>th</sup> Jan 2023 - 7<sup>th</sup> June 2024    **Illustrator at Osqledaren**  
*Stockholm, Sweden*
- Created imaginative vector illustrations for the magazine using Adobe Illustrator and Photoshop, enhancing the visual appeal of the publication.
- 3<sup>rd</sup> July 2023 - 31<sup>st</sup> July 2023    **Internship Trainee at Kreativni odjel d.o.o.**  
*Rijeka, Croatia*
- Enhanced [app](#) usability via feedback and analysis tools.
  - Created user-friendly video tutorials for beginner CMS users.

## EDUCATION

- 15<sup>th</sup> Aug 2022 - 3<sup>rd</sup> June 2024    **MSc in Interactive Media Technology**  
*KTH Royal Institute of Technology, Stockholm, Sweden*  
Degree project: "[Weight Perception in Virtual Reality: Combining Velocity Limiting and Control/Display Ratio with Hand Tracking](#)"
- 23<sup>rd</sup> Sep 2019 - 7<sup>th</sup> Jul 2022    **BSc in Multimedia Sciences and Technologies**, curriculum Multimedia and Digital Industry  
*University of Udine, Italy*  
Grade: 110 cum laude  
Degree project: "Deep Learning of automatic segmentation of COVID-19 lesions"

## SKILLS

- **Design Tools:** Adobe Suite (Premiere Pro, After Effects, Illustrator, Photoshop), Blender, Figma
- **UX Research:** Quantitative (surveys, A/B testing, log analysis) & Qualitative (interviews, usability testing, personas)
- **3D Printing:** Design & prototyping
- **Game Development:** Unity, VR, Hand tracking
- **Programming:** Python, C++, HTML, CSS, JavaScript, jQuery, AJAX, PHP, MySQL, Lua, p5.js
- **Software:** Microsoft Office Suite (Excel, PowerPoint, Word), Miro

#### Languages:

- Croatian: Native (C2)
- Italian: Advanced (C2, BSc)
- English: Advanced (C1, Cambridge English)
- German: Advanced (C1, DSD 2)
- Spanish: Intermediate (B2)
- Swedish: Intermediate (B1, Sva Grund delkurs 4)
- Japanese: Basic (A2)

#### PERSONAL INTERESTS

- Reading books/manga
- Drawing
- Cooking for my friends
- Studying new languages
- Swimming
- Listening to music
- Watching movies, series, and anime
- Playing video games

#### REFERENCES

Available upon request.