Milana Ruzic

Product Designer

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Experience

UX/UI Designer at Inity

Oct 2023 - Present

- Worked on redesign projects, creating intuitive user experiences that ensure both functionality and aesthetic appeal.
- Collaborated closely with co-founders and developers to ensure smooth communication and alignment with project goals.

UX/UI Design Intern at Moye Design

Jan 2023 - Mar 2023

- Conducted research and wireframes for a costume rental app.
- Developed prototypes and designed the user interface.
- Enhanced technical skills and deepened UX knowledge.

Graphic Designer at New Media Team

Sep 2022 - Oct 2023

- Crafted visual concepts for global brands, aligning designs with brand guidelines and objectives.
- Collaborated closely with cross-functional teams, including PR, Marketing, and Events, to develop cohesive design strategies.
- Produced various of marketing materials, including visual identities, presentations, prints, and digital assets.

Freelance Graphic Designer

Aug 2020 - Dec 2022

- Worked directly with clients to understand their unique vision and branding needs.
- Translated client requirements into impactful visual solutions, including logo designs and branding elements.

Projects

Wisdom Vault

May 2023 - Present

Collection of actionable advice from the world's greatest minds on personal growth, relationships, health, and entrepreneurship.

Education

Higher Education Technical School of Professional Studies in Novi Sad

Bachelor's degree In Graphic Design and Engineering

2018 - 2021

Courses

Product Psychology Masterclass

Growth.Design

May 2023

Skills

Branding
Visual Design
UX/UI Design
Interaction Design
Prototyping
Wireframing
User Flows
Design Systems
Icon Design

Tools

Figma
Framer
Adobe CC
Sketch
Notion