



Danilo Mosurović

Senior Product Designer

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Skills

Adobe Photoshop



Adobe Illustrator



User Experience (UX) Design



User Interface (UI) Design



Wireframing and Prototyping



Figma



User Research



Information Architecture



Mobile App Design



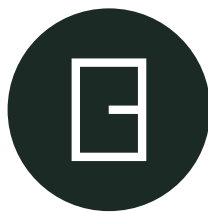
Typography



Problem-solving



Education



Vladimir P. Valter
(1999-2007)



Gymnasium of Prijepolje
(2007-2011)



Belgrade Polytechnics
(2011-2016)

Experience

UI/UX DESIGNER - CODETIQ

(2021- PRESENT)

As a design specialist at Codetiq, my primary role revolves around crafting innovative design solutions for B2B projects targeting companies primarily operating in the renewable energy sector. My core responsibilities encompass enhancing the user experience, ensuring seamless usability, and creating visually appealing products. Through my expertise, I strive to transform complex concepts into user-friendly designs, harmonizing functionality and aesthetics to deliver exceptional results.

GRAPHIC DESIGNER - PLANETA SPORT

(2019- 2021)

I was responsible for designing solutions for marketing initiatives, alongside creating engaging and interactive content for the company's social media accounts. These responsibilities encompassed leveraging design expertise to captivate target audiences and strengthen brand presence across various digital platforms.

UI/UX DESIGNER - DEEPCCREEN

(2017-2018)

As a design professional at Deepscreen, my primary focus was conceptualizing and presenting design solutions for our clients' brands and websites. Working predominantly with Swiss industry firms, I embraced the challenge of adapting to their unique culture and market demands. By immersing myself in their world, I successfully crafted designs that aligned seamlessly with their expectations and effectively communicated their brand values.

GRAPHIC DESIGNER - ACADEMIA CENTER

(2016-2017)

At Academia printing center i was responsible of design (business cards, posters, billboards, etc...), print preperation and printing process of our clients marketing materials. I've learn all about printing process from design to end product and digital printing machines.