



Milos Dostanic

Product Designer

www.dostanic.net (Portfolio included)
[NDA Projects](#) (pass: Milo\$Dostanic_0301)

info@dostanic.net

[+381 66 6851 103](tel:+381666851103)

As a **Product Designer** with a background in Graphic Design and over **20 years of experience in the design industry**, I specialize in crafting digital solutions that are both **user-centric** and **aligned with business goals**. My work spans a wide range of digital products, ensuring that each design not only delivers an exceptional user experience but also drives measurable business outcomes.

I have worked on web and mobile **SaaS applications** across industries such as **military, healthcare, finance, and user management, including projects for the U.S. government.**

My strengths include a **strong team player attitude**, mentoring Junior and Medior Designers, and fostering a **positive, growth-oriented team culture**. My passion for continuous learning and adaptability contributes significantly to project success and effective product development.

Links

- dostanic.net/portfolio
- linkedin.com/in/milosdostanic
- behance.net/mdostanic

Skills

Graphic Design	17 years
Visual Design	17 years
Branding	15 years
UI/UX Design	12 years
Motion Graphics (Lottie)	3 years
HTML & CSS	3 years
3D Animations (Spline)	1 years

Tools

Adobe Photoshop	17 years
Adobe Illustrator	12 years
Adobe XD	7 years
Figma	6 years
After Effects (Lottie animations)	2 years
Spline 3D	1 year

Languages

English — Advanced
Serbian — Native

Experience

- Product Designer / May 2024 - December 2024

[INGSoftware / Neopix](#)

 - Creating intuitive and engaging user experiences, with a strong focus on **SaaS products for military operations, healthcare, finance, and user management**. Delivered solutions for **web, iOS and Android** apps, **including Apple's Human Interface Guidelines (HIG) for iOS apps**, as well as a diverse range of web platforms, solving complex user experience challenges and driving tangible business results across various industries.
 - Actively **integrated business objectives** into the design process, ensuring that each product not only met user needs but also aligned with broader **business goals**.
 - Engaged in strategic collaboration within cross-functional teams by employing **Scrum methodology**, working closely with project managers, developers, and stakeholders to ensure agile project delivery.
 - Efficiently managed multiple projects simultaneously, adapting designs across different platforms and industries while maintaining high standards of user experience and usability.
 - Spearheaded user research and prototyping initiatives, ensuring that app and website designs are user-centric, meet high usability standards, and deliver on business metrics.
- Senior Multidisciplinary Designer / May 2023 - November 2023

[Kod Works](#)

 - Specializing in UI/UX design across various industries**, with a focus on creating engaging interfaces for games, apps, and websites.
 - Experienced in leading design projects within a **Scrum methodology**, ensuring agile and efficient execution.
 - Proficient in enhancing digital interfaces with **Lottie and 3D spline animations** for interactive user experiences.
 - Dedicated to mentoring junior designers**, imparting knowledge in advanced UI/UX strategies
 - Committed to staying abreast of the latest trends and technologies in design to continuously deliver innovative solutions.

Experience

■ Senior UI/UX Designer / Mar 2019 – Apr 2023

[Quantox](#)

- **Expert in UI/UX design**, crafting intuitive and engaging user experiences tailored for **iOS and Android apps**, as well as a diverse range of **websites**. Key contributor in solving complex user experience challenges and driving tangible business outcomes across multiple industries.
- Engaging in strategic collaboration within cross-functional teams by employing **Scrum methodology**, working alongside project managers, developers, and stakeholders for agile project delivery.
- Efficiently **managing multiple projects** simultaneously across various platforms and industries.
- Spearheads user research and prototyping initiatives, ensuring that app and website designs are **user-centric and meet high usability standards**.
- Utilizes **advanced graphic design skills** to produce sophisticated visual assets and support materials, such as logos, infographics, presentations, and marketing collateral.
- **Dedicated to mentoring junior designers**, providing them with guidance and expertise in the nuances of UI/UX design across varied platforms, fostering a culture of continuous learning and professional excellence.

■ Multidisciplinary Designer / Founder / Oct 2016 – Present

[TheBrendz](#)

- Specialized in creating intuitive, aesthetically pleasing app and website interfaces across industries.
- Developed full brand identities and **UI/UX for multiple startup ventures**.
- Collaborated with project managers, developers, and stakeholders in dynamic team settings.
- Produced a wide range of graphic design assets, including logos, infographics, and presentations, to strengthen brand identities.
- Worked on diverse projects, including packaging design and various print materials, expanding the brand narrative in tangible formats.

■ Senior Graphic Designer / Jun 2013 – Mar 2015

[Promo](#)

- **Led graphic design projects**, ensuring alignment with corporate branding and communication strategies.
- Preparing non-digital design for prepress (flexo, letterpress etc)
- Managed the design process from concept through execution for various digital and print assets.
- **Mentored junior designers**, cultivating a team environment that values skill enhancement and creativity.
- Upheld the highest standards for usability and aesthetics in all design initiatives.

■ Multidisciplinary Designer / 2004 – Present

[Freelancer](#)

- Serving as a versatile designer skilled in both digital and print media, catering to a diverse range of industry needs.
- Known for an impressive record of winning **over 100 worldwide design contests**, including being a **finalist in the Heineken Future Bottle competition** and the designer for the Heineken Belgrade Can 2013. Also, a **standout winner in the Carlsberg contest with two designs** selected from 3000 entries.
- Experienced in collaborating with **Fortune 500 companies**, adept at crafting impactful brand identities and marketing materials that resonate with large-scale audiences.
- Committed to mentoring junior/medior designers, sometimes learning from them as well. :)