

MILICA MILUTINOVIC HARRIS

UI/UX & Product Designer

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milicaharris.com

[LinkedIn](#)

Yulee, FL

SUMMARY

Product designer with 3 years of experience taking complex, data-heavy products end-to-end from discovery to handoff. Built and maintained design systems from scratch. Specializes in making dense information, automation workflows, and multi-state interfaces feel clear, navigable, and trustworthy. Comfortable owning design solo on fast-moving teams.

EXPERIENCE

UI/UX Design Specialist

Ambitus

2026 – present Remote, Contract

- Producing UI/UX task specifications, ground-truth design artifacts, and grading rubrics to support AI model training for a frontier AI lab
- Executing design workflows in Penpot across component design, design systems, and interactive prototyping to validate task feasibility
- Defining grading rubrics assessing both technical execution (components, responsive layout, prototype wiring) and design judgment (hierarchy, spacing, visual polish)

Senior UI/UX Designer

Wikibet / Quantum Gaming

2023 Belgrade, Serbia

- Led full end-to-end redesign of a multi-operator platform from discovery and wireframes to final dev handoff, as the sole designer on the product
- Built a scalable design system from scratch: components, tokens, and documentation enabling consistent UI across multiple white-label deployments
- Established responsive component library across breakpoints, improving accessibility compliance and reducing design-to-dev friction
- Optimized key conversion and retention flows, balancing high information density with visual clarity

Freelance Product Designer

Self-employed

2024 – present Remote

- Designing SaaS and fintech interfaces for early-stage clients; scope includes UX audits, component libraries, and dashboard design
- Published case studies on milicaharris.com: Wise UX teardown, Mixpanel redesign, and iGaming platform redesign

Motion Graphics Designer

Mondo TV

2020 – 2022 Belgrade, Serbia

- Created motion graphics and visual assets for broadcast and digital channels
- Developed reusable animation templates and component-based visual systems to accelerate production workflows

STRENGTHS

Systems Thinker

Designs at the component level, not just the screen. Built design systems from scratch for white-label deployments at scale.

Knack for Simplifying Complexity

Turns data-dense dashboards and multi-state automation flows into interfaces that feel navigable without losing depth

SKILLS

Design System	Dashboard UI
UX Research	Accessibility
Data-Dense Interfaces	Responsive Design
Micro-Interactions	End-To-End Design

TOOLS

Figma	Webflow
Claude	Figma AI
Jira / Linear	UX Pilot

EDUCATION

BA in Graphic Design

Belgrade Business and Arts Academy of Applied Studies

Google UX Design Certificate

Coursera

LANGUAGES

English	● ● ● ● ●
Serbian	● ● ● ● ●