

MILICA MILUTINOVIC HARRIS

Product Designer

Portfolio: milicaharris.com

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📍 Yulee, FL

SUMMARY

Product designer with experience across B2B, SaaS, fintech, and broadcast, taking complex, data-heavy products end-to-end from discovery to handoff. Builds and maintains design systems from scratch and designs for the full spectrum of states: happy paths, errors, empty and loading states, across fluid viewports and devices. Works closely with product managers and engineers, and is used to explaining the why behind design decisions, not just the what.

EXPERIENCE 1/2

Design Strategy Lead

One Sky

2026 – present | Remote, Pro-Bono

- Led design strategy across three interconnected product hubs (referrer, sponsor, admin), setting the shared architecture, typography and component tokens that make them work as one product
- Owned end-to-end design of the referral and earnings hub against a fixed MVP deadline: mapped five user jobs to two navigation destinations and defined a three-state referral status model so new referrals never show a misleading status
- Documented key architectural decisions (full-page shell, sidebar navigation, unified user model) in a living decision log that kept stakeholders and engineers aligned asynchronously
- Established handoff conventions across a distributed team of designers and developers, and mentored a junior designer through rationale-based feedback

UI/UX Design Specialist

Ambitus

2026 | Remote, Contract

- Producing UI/UX task specifications, ground-truth design artifacts, and grading rubrics
- 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)

STRENGTHS

Systems Thinker

Designs at the component level. 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

STRATEGY & LEADERSHIP SKILLS

Design Strategy	Design Systems
Information Architecture	Developer Handoff
Agile / Scrum	UX Research

CRAFT SKILLS

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

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EXPERIENCE 2/2

Product Designer

Freelance

2024 – 2026 | Remote

- Designing SaaS and fintech interfaces for early-stage clients; scope includes UX audits, component libraries, and dashboard design

Senior UI/UX Designer

Wikibet / Quantum Gaming

2023 – 2024 | Belgrade, Serbia

- Led full end-to-end redesign of a multi-operator B2B platform from early 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

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

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EDUCATION

BA in Graphic Design

Belgrade Business and Arts Academy of Applied Studies

Google UX Design Certificate

Coursera, 2024

TOOLS

Figma	FigJam
Penpot	Webflow
Jira / Linear	HTML / CSS
Adobe Suite	Figma Make

LANGUAGES

English	● ● ● ● ●
Serbian	● ● ● ● ●