

# Milica Milutinovic Harris

## UI/UX Designer | Design Systems & Data-Dense Interfaces

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UI/UX Designer with 3+ years on complex SaaS products -- most recently as sole designer on a B2B white-label platform, owning everything from operator research through design system architecture and developer handoff. Strong track record making data-dense, high-stakes interfaces navigable. Advanced Figma depth and an active AI-assisted design workflow across every project.

### SKILLS

**UX Process:** User research · Stakeholder interviews · Personas · User flows · Journey mapping · Wireframing · Prototyping · Usability testing · Developer handoff

**Design Systems:** Component library architecture · Semantic token layers · Responsive variants · WCAG 2.1 accessibility · Design-to-code handoff

**Interfaces:** Data-dense dashboards · Admin interfaces · Form-heavy flows · Mobile-first responsive design · Information architecture · Micro-interactions

**Design Tools:** Figma (expert: auto layout, variables, components, variants, dev mode) · Adobe PS / AI / AE · Webflow · Blender

**AI Tools:** Figma AI · Figma Make · UX Pilot · Uizard · Claude · ChatGPT

**Collaboration:** Agile/Scrum · Jira · Linear · Slack · Google Workspace · Microsoft Office

### EXPERIENCE

#### Senior UI/UX Designer | [QuantumGaming / Wikibet Platform](#) · Belgrade, Serbia (Hybrid) 2023

- Took over as sole designer mid-project on Wikibet, a B2B white-label iGaming SaaS platform -- drove everything from wireframes and high-fidelity UI through design system and developer handoff across web and mobile
- Built and maintained a scalable Figma design system with component libraries, semantic token layers, spacing and typography tokens, and responsive variants -- used as the single source of truth across the full product
- Designed the complete player-facing product: game lobby, multi-step registration and authentication flows, deposit and withdrawal, profile and settings, support, FAQ, responsible gaming, and campaign pages
- Documented every component with interaction states, edge cases, and responsive breakpoints in Figma -- handoff files were self-sufficient, keeping implementation accurate without recurring design review cycles
- Maintained WCAG 2.1 contrast standards across UI and contributed the color token system to the design system, with primary and secondary brand colors verified at AAA contrast ratios

#### Freelance UI/UX Designer | [Self-Employed](#) · Remote 2024 – Present

- Conducting independent UX audits and redesigns of SaaS and fintech products -- identifying friction in onboarding, navigation, and conversion flows and delivering annotated Figma files with prioritized recommendations
- Completed end-to-end Mixpanel dashboard redesign: audit, information architecture restructure, and high-fidelity UI output -- case study at [milicaharris.com](https://milicaharris.com)
- Published UX teardowns analyzing real-world product decisions in permissions flows and trust design, available at [milicaharris.com](https://milicaharris.com)
- Compressed research, prototyping, and documentation timelines by integrating Figma Make, UX Pilot, and Figma AI into every project workflow -- not as an experiment, as standard practice

#### Motion Graphics Designer | [MONDO TV](#) · Belgrade, Serbia 2020 – 2022

- Designed show packages, lower thirds, and animated idents for broadcast television at MONDO TV Belgrade -- multiple concurrent series, live production schedules
- Designed animation templates for recurring production elements in After Effects, cutting per-episode production time by 75%

### EDUCATION

BA in Graphic Design | BAPUSS Belgrade (NEAQA Accredited) 2016 – 2020

Google UX Design Certificate | Coursera / Google 2023