

LAZAR SLAVKOVIC

UI/UX DESIGNER

UI/UX designer with over 10 years of prior experience as a construction engineer. Combines a detail-oriented engineering approach with a strong visual sense. Has experience in start-ups, proficient in Figma and with design systems.

WORK EXPERIENCE

Digital Product Designer • POND Oslo

Digital dog trading platform • March 2024–ongoing

- Led design of new screens and app functions for mobile and desktop in collaboration with the leadership and developers; responsibility for UI and UX
- Worked with redesign and improvement of existing screens in the web app
- Conducted user surveys to identify design tasks, add them to backlog and prioritise tasks with the product owner
- Lead work on refining existing design system and setting the visual direction

Project Calculator • Østerås Bygg Oslo

Construction company • June 2017–ongoing

- Led calculation of new projects, preparation of price forms / offers, communication and negotiation with customers during the tender process
- Controlled quantities and progress on projects with budgets of up to 7M €
- Had responsibility for materials purchase, coordination of deliveries through daily communication with various suppliers and foremen on production site
- Budgeted project finances in collaboration with the project managers

Construction Engineer / Intern • GPD Nikolic / GIR / Kodeks

Construction company / Furniture factory • May 2011–October 2016

- Oversaw the work on several projects, including the role of the project manager for the construction of a 86m long bridge on a new highway
- Had various calculation and administrative tasks

EDUCATION

UI Designer • CareerFoundry

Digital learning platform • February 2022–December 2023

An intensive program with a main focus on UI and basic UX, as well as specialisation in UI animation. Projects that were designed from scratch:

- PUST - simple meditation app with animation at its core
- MOTIVI - motivational app that utilises psychological principles (positive and negative reinforcement) and progress tracking to help users achieve goals
- NORDLYS - e-commerce app for a high-end furniture store, featuring AR functionality; app is designed in accordance with iOS and Android guidelines
- TETRO - all-in-one restaurant responsive web app that provides location-based recommendations and the option to book a table; complete UX and UI


MSc Construction Engineer • Faculty of Civil Engineering

University of Belgrade, Serbia • October 2004–March 2014

CONTACT DETAILS

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 [LinkedIn](#)

 [Behance](#)

 [Instagram](#)

SKILLS

Industry Knowledge

Wireframing

Prototyping

Typography

Logos and Icons

Responsive design and web design

Animation / Motion graphics

User flows

Competitor research

User interviews

A/B and Preference tests

User personas

Branding and Style guidelines

Design systems

Tools

Figma

Sketch

After Effects

Photoshop

CaptureOne

LANGUAGES

English (fluent)

Norwegian (fluent)

Serbian (native language)

INTERESTS

Photography

Music

Books

Films

Coffee brewing

Traveling / Hiking

Workout / Jogging