

Vedran Židanik

HELLO!

I design digital products.

TAKE A LOOK AT MY WORK

vedranzidanik.com

FEEL FREE TO SAY HI

vedran.zidanik@gmail.com

DISAGREE WITH ME ON TWITTER

[@wwwedran](https://twitter.com/wwwedran)

LOOK AT THE PIXELS ON DRIBBBLE

dribbble.com/vedranzidanik

AND, YES, I DO LISTEN TO GOOD MUSIC

last.fm/user/astrinaut

Experience

2015. - CURRENT

UX Design Manager ([RealNetworks](#))

I manage design team in Seattle (USA) and remote team in Zagreb (Croatia). As an integrated part of the product team, we are developing Realtimes mobile and web apps and exploring concepts for the future roadmap. Working at RealNetworks allows me to expand my managerial and design skills, but also learn a lot about the technical aspects of product development.

ACHIEVEMENTS

- hiring and managing design team in Seattle (USA) and remote team in Zagreb (Croatia)
- developing ideas and concepts based on research and business goals
- experience with designing for a wide range of mobile and desktop platforms
- working closely with software engineers, learning developers' tools to help with implementation

2014. - 2015.

Lead UX Designer ([RealNetworks](#))

I managed design team in Zagreb (Croatia) and worked on improving workflow and communication between remote offices. As a design team we worked closely with designers, product managers and software engineers across different locations.

ACHIEVEMENTS

- hiring and managing design team in the Croatian office
- designing products and concepts for a wide range of mobile and desktop platforms
- working closely with software engineers, learning developers' tools to help with implementation

2012. - 2014.

Lead Interface Designer ([Five](#))

Working as a lead designer at Five agency, design driven app development company from NYC and Croatia, I helped create and lead a successful design team that worked on complex projects for clients across the world. I was lucky to work with great designers and more than 100 in-house developers. Through workshops and lectures, I tried to give that knowledge back to community.

ACHIEVEMENTS

- hiring and leading a design team
- working closely with developers, bridging the gap between design and implementation
- working with clients like Squarespace, Napster, Ministry of Sound, Rosetta Stone, Microsoft, T-Mobile...

2011. - 2012.

Interface designer and co-founder ([Kombinat](#))

Kombinat was an award winning design studio working on digital and print projects. One of our biggest

clients was Ericsson Nikola Tesla with whom we've created Ericsson Mobile Health, mobile app that is using Bluetooth devices connected to a phone to manage personal health.

ACHIEVEMENTS

- worked on a large scale health project for Ericsson Nikola Tesla
- experience in designing for various mobile platforms
- Kombinat won an award for the best presentation on international design exhibition “D-day 2011”

2010. - 2011.

Designer ([Proximity Zagreb](#))

2008. - 2009.

Designer ([Astoria](#))

2008. - 2009

Freelance lecturer ([Algebra](#))

2005. - 2009.

Freelance journalist ([Livingstone](#))

Selected projects

2012.

[PatchUp](#) (self initiated project)

PatchUp (previously Flaster) is a platform for hyperlocal reporting. The goal of PatchUp is to enable citizens to report on issues in their cities using a mobile app. People can place a “patch” on the sore spots of the city and this would, in time, create an alternative database, which could help improve the life quality. An international jury awarded Flaster with first prize on “Day-D 2013“. It also won the award for the best interactive design project 2013/2014. on the biggest Croatian design exhibition.

ROLES

- co-founder
- designer

2015. - 2017.

[Realtimes](#) ([RealNetworks](#))

Realtimes automatically finds the best moments from your photos and videos, selects the best shots for you and creates fun photo collages or video stories that you can share with your family and friends and across all your social networks. Realtimes brings your Stories™ to life and makes them shareable.

ROLES

- manager
- designer

2013.

[AgentCash](#) ([AgentCash](#))

Agent Cash provides small businesses, merchants and service providers a fast, modern and simple mobile payment system. This means it has a big variety of users, and it needs to be easy-to-use, fast and reliable.

ROLES

- designer

2013.

Squarespace Note (Squarespace)

I worked on the initial redesign of Squarespace Note for Android to match the guidelines. The app is very simple and gesture based so the challenge was to make very subtle but important changes in design.

ROLES

- designer

2011.

LaLa Lunchbox (Five)

LaLa Lunchbox is the best-selling meal planning app for kids and parents. The app takes the stress out of lunch planning for families and empowers kids with their meal decisions. Kids select foods for their meals with fun monsters, colors, and sounds, and those choices turn into a handy grocery list for parents. LaLa Lunchbox was featured on App Store, reviewed by The New York Times and featured on SwissMiss blog.

ROLES

- designer
- illustrator

2012.

Five website (Five)

Working as a Lead Designer at Five, I got a chance to work on a redesign of company's website. With a fast growing team and a lot of exciting projects across the world, we needed a modern website with focus on projects and our expertise shared through popular blog posts.

ROLES

- designer
- project manager

Awards

2014.

First prize for PatchUp (Flaster) on "Exhibition of Croatian design 13/14"

Self initiated project, a platform for hyperlocal reporting called PatchUp (Flaster), won first award in the category of Interaction design/Design for digital media and was included in the biggest design exhibition in Croatia - "Exhibition of Croatian design 13/14"

2013.

Best project award for Flaster on "D-day 2013"

Flaster was a winning project on international design exhibition "D-day 2013"

2011.

Best presentation for Kombinat on "D-day 2011"

Kombinat won an award for the best presentation on international design exhibition "D-day 2011"

2011.

Award for best brand destination site for muuuologija.com on Ideja X

Ideja X award in the category Brand destination site for a website muuuologija.com

Talks

2013.

User interface design (Faculty of Electrical Engineering and Computing, University of Zagreb, Zagreb)

Lecture on principles of interaction design and iterative improvements of the user interface. Presenting real life examples and best practises for designing mobile apps.

2013.

User interface design (Android Girls, Zagreb)

Lecture on principles of interaction design and iterative improvements. Presenting real life examples and best practises for designing mobile apps.

2013.

Mobile product workshop (WeWork, New York)

Presenting our workflow for building a successful mobile app. Sharing process and best practises from our experience in building large and small scale products for clients across the world.

2013.

Web design (University of applied sciences “VERN”, Zagreb)

Principles of web design, workflow and examples. Sharing our process and best practises from our experience in building responsive web sites and mobile apps.

Education

2002. - 2009.

University of Applied Science (University of Rijeka)

Professional bachelor of Information Science