# MILAN BRANKOVIC
## FRONT-END UI DEVELOPER

**Home address:** München, Deutschland
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**UI Front-end Developer** specialized in **UI Development**, particularly in building clean, semantic, readable, and scalable code and reusable React components following modern practices using **React 16+**, **NextJS**, **TypeScript**, **Styled-Components / CSS Modules** or any other **CSS-in-JS** library as well as **CSS Processors** like **PostCss, SASS, LESS**

A proven and effective team member, as well as a self-organized and responsible expert in delivering high quality, well-structured and maintainable code, user-friendly and responsive websites and web applications, whilst paying attention to simplicity, usability, accessibility, functionality, and general user experience and user interface.

## SKILLS

### FRONT-END (UI DEVELOPMENT)

HTML5/CSS (BEM, PostCSS, Sass, Less) • JavaScript ES6+ • React • NextJS • TypeScript • Styled-Components • CSS Modules • Storybook • Gulp • Webpack • GraphQL • Storybook

### DESIGN

Photoshop • Illustrator • Sketch • Balsamiq • InVision • Information architecture • UX/UI Design • User Personas • Usability

### MISC

Proficient English skills and ability to communicate honestly and openly with colleagues • Have an eye for good design & user experience • Perfect understanding of the mobile-first approach and modern web development tools • Always up-to-date with the latest development best practices and happy to share findings with the team • JIRA • Confluence • Agile • SCRUM • Kanban • Responsive design • Bootstrap • Zurb Foundation • NPM • Yarn • SEO • Accessibility • Cross-browser compatibility • A/B testing • Google Analytics • macOS • VS Code • IntelliJ IDEA

### VERSIONING

Git (GitHub • GitLab)

## EDUCATION

**Polytechnic Academy,** Belgrade RS • *BACHELOR'S DEGREE IN MEDIA DESIGN & COMPUTER SCIENCE*

## EXPERIENCE

### ZEISS Group, München DE • *FRONT-END DEVELOPER*

www.zeiss.de • DECEMBER 2022 - Present

### Sky Deutschland GmbH, München DE • *FRONT-END DEVELOPER*

www.sky.de • SEPTEMBER 2021 - December 2022 (1 Year 4 Months)

#### RESPONSIBILITIES

- Development and integration of new features in NextJS-based applications using **NextJS, TypeScript, Styled-Components, Storybook**
- Development and creation of new React reusable components as part of our internal UI component library
- Bugfixing and performance improvements, as well as code reviews as a daily routine
- Daily Stand-up meetings as part of a two-week sprint cycle following Agile SCRUM in SAFe environment

### Smart Reporting GmbH, München DE • *UI ENGINEER*

www.smart-reporting.com • APRIL 2019 - SEPTEMBER 2021 (2 Years 6 Months)

#### RESPONSIBILITIES

- Development of new, and improvement of existing features using **React 16+, TypeScript, Styled-Components, Storybook**
- Bringing new technologies into practice for higher-quality development, and reviewing code and merge requests
- Translation of wireframes, designs and business requirements into high-quality code, and contribution to design decisions
- Working closely with the product and design teams to take wireframes from conception to implementation to ensure the design is implemented correctly and the solution meets business needs
- Daily Stand-up meetings with the engineering team, as well as daily stand-up meetings with the design team to ensure the Frontend and Design teams are on the same track
- Participation in the technical part of the interview

## Social Sweethearts GmbH, München DE • *UI DEVELOPER, UI/UX DESIGNER*

[www.socialsweethearts.de](www.socialsweethearts.de) • APRIL 2017 - APRIL 2018 (2 YearS 1 Month)

- Designing a user interface for a Greenfield Headless CMS application
- Creation of prototypes and conduction of usability tests
- Creation of MVP version following the Lean approach
- Research of users' needs, creation of user journeys, personas, wireframes
- Choosing the right technology stack and working on implementation together with other frontend and backend engineers
- Creation of UI design patterns that will be used company-wide
- Participation in the technical part of the interview

## Vast, Belgrade RS • *FRONT-END UI DEVELOPER*

[www.vast.com](www.vast.com) • SEPTEMBER 2013 - FEBRUARY 2017 (3 Years 6 Months)

### RESPONSIBILITIES

- Front-end UI development of responsive websites and Node.js-based web applications within an Agile Scrum team
- Refactoring and improving the code of existing responsive websites
- Participation in the technical part of interviews/recruitment of new candidate

**Projects:** [www.carstory.com](www.carstory.com) • [www.truecar.com](www.truecar.com)

## Boutsourcing, Belgrade RS • *UI DESIGNER, FRONT-END DEVELOPER*

[www.boutsourcing.com](www.boutsourcing.com) • JANUARY 2011 - SEPTEMBER 2013 (2 Years 9 Months)

### RESPONSIBILITIES

- Design and front-end development of responsive websites
- Creation of entire visual identity for two main products
- Implementation using Twitter Bootstrap or Foundation depending on the project

**Projects:** [www.appsco.com](www.appsco.com) • [www.mysiteshop.com](www.mysiteshop.com)

## Freelance work for various US clients • *WEB DESIGNER*

DECEMBER 2008 - JANUARY 2011 (2 Years 2 Months)

## LANGUAGES

**English**
Full professional proficiency

**German**
Elementary proficiency B1

**Serbian**
Native or bilingual proficiency

## NETWORKS

https://www.linkedin.com/in/milanbrankovic

https://www.xing.com/profile/Milan_Brankovic2/cv

https://github.com/millanbrankovic

https://dribbble.com/millanbrankovi

## WORK PERMIT

**Permanent Residence permit**
Niederlassungserlaubnis

www.milanbrankovic.com