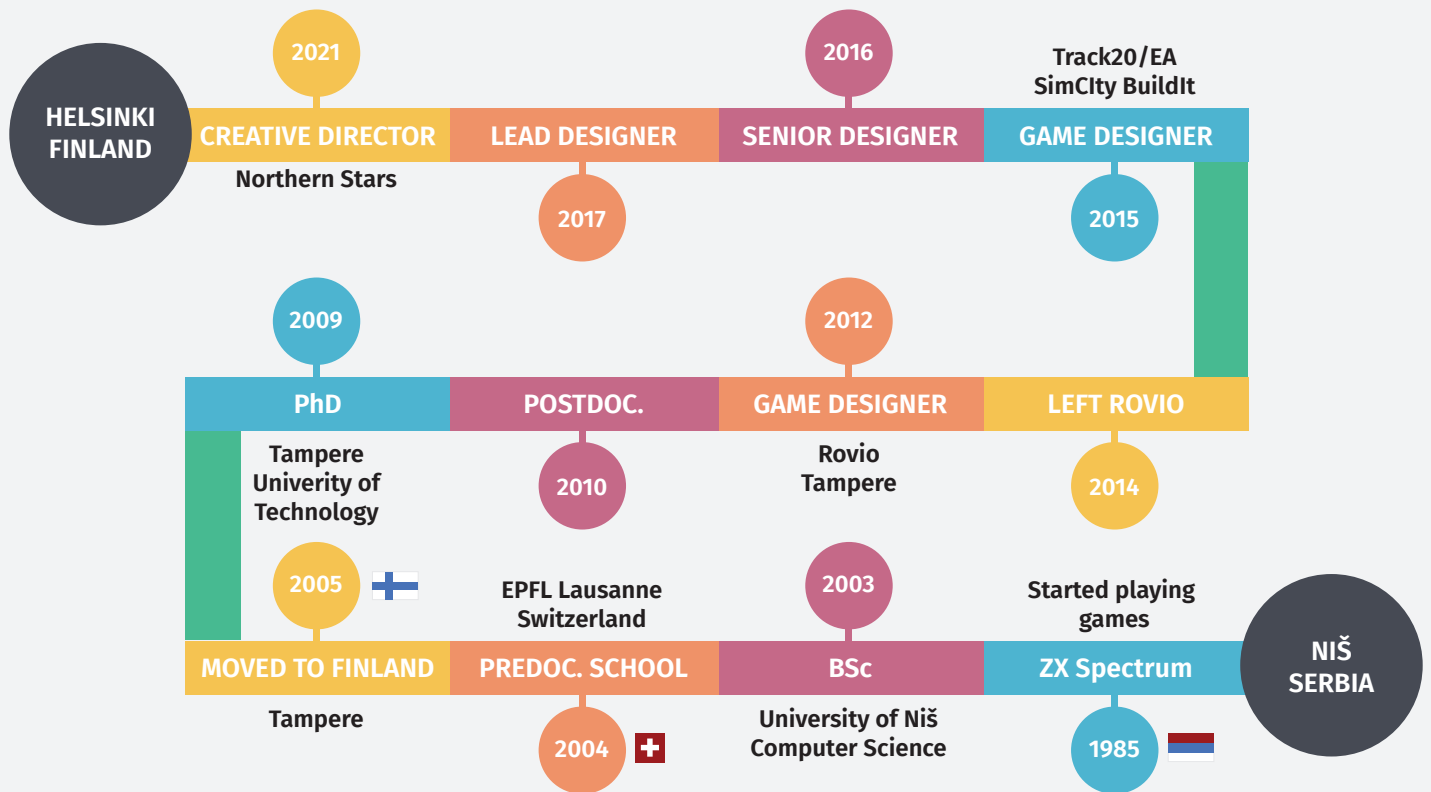


STANISLAV STANKOVIĆ

Making games is my life long passion. I am a Creative Director with 10 years of experience in Game Design. My work is focused on, free-2-play games for mobile platforms.

My responsibilities include the design of Core Game mechanics, complex Game Systems and Metagame, Retention and Monetization, the Reward System, resource flow and virtual economy, as well as general user experience.



ENGLISH (fluent)

SERBIAN
CROATIAN
BOSNIAN (native)

FRENCH
BULGARIAN
MACEDONIAN (basic)

FREE-TO-PLAY

METAGAME DESIGN

SYSTEM DESIGN

PLAYER RETENTION
MONETIZATION

LIVEOPS DESIGN

PRODUCT VISION

PRODUCT STRATEGY

ROADMAP PLANNING

PITCHING IDEAS

SCRUM/AGILE

JIRA CONFLUENCE

ADOBE XD
PHOTOSHOP
ILLUSTRATOR

EXCEL
POWERPOINT

UNITY
BLENDER