



STEFAN JOVANOVIĆ



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Work Experience

Two Desperados - mobile gaming studio

2019 - present

2024 Creative Performance Manager

Took on additional responsibility for creative performance, working closely with the UA team to analyze, strategize, and optimize the effectiveness of ad creatives across all live products.

2021 Creative Lead

With the team's growth, I took on overseeing creative production within the marketing department. Managing a team of 2D artists and Motion Graphics Designers, implemented streamlined workflows, art pipelines, and video production processes to improve efficiency and output quality. Introduced AI tools into the creative pipeline, optimizing design and animation workflows, idea generation, and content iteration, along with structured brainstorming and research methodologies to fuel innovation for marketing campaigns and concept development

2020 Motion Graphics Design Lead

Promoted within the first year based on performance and initiative to manage a small team of motion designers, setting creative direction and ensuring quality and consistency across video deliverables

2019 Motion Graphics Designer | Illustrator | Graphic Designer

Responsible for UA video assets, creating all necessary parts for video production from start to finish. Designing 2D and 3D assets, character animation, animating 2D and 3D scenes and assets

LCB Corp - latest casino bonuses platform

2018 - 2019

Graphics and UI Designer | Video Editor | Motion Graphics Designer

Initially hired as a graphic designer and UI artist, creating visual assets for websites and social media. Shortly after joining, proactively expanded into video production and motion graphics, contributing animated content.

GosuNoob - video gaming news platform

2017 - 2018

Graphics Designer | Video Editor

Handled graphic design and video editing for a gaming-focused website and YouTube channel. Delivered thumbnails, website visuals, and social media assets. Edited video content including gameplay footage and promotional materials

RIS Studio - design and digital printing studio

2013 - 2017

Graphic Designer / Studio Manager

Started as a graphic designer focusing on print media, creating visual solutions for a diverse range of clients, from small businesses to larger commercial accounts. Worked on branding, packaging, promotional materials, and layout design. Then I was promoted to oversee studio operations, including supervising the print production process and managing a team of designers

Skills



Art & Design

Experienced in illustration and graphic design with strong knowledge of composition, color, typography, storyboarding, character, and environment design.



MGD | Animation | VFX

Skilled in 2D and 3D animation, including character and frame-by-frame work. Experienced in editing, compositing, and visual effects for marketing and gameplay content.



3D Art & Animation

Proficient in hard surface modeling, sculpting, texture painting, shading, and 3D animation. At home with a full 3D production pipeline from concept through to final rendering.



AI Tools & Workflows

Well versed in setting up and integrating AI tools like Stable Diffusion into creative pipelines. Skilled at building efficient workflows for ideation, asset generation, and process optimization

