

Product and Interaction Designer

I design physical products from primary research through 3D modelling, to prototyping, testing, iteration, and production. Product designer with a BA in Industrial Design finishing an MA in Interaction Design (July 2026). Currently building Storia, an AI-enhanced screen-free storytelling toy awarded by the Innosuisse Initial Coaching Grant.

RELEVANT EXPERIENCE

Interaction Design Intern - Woven Studio

Sep. 2025 - Feb. 2026

- Prototyped and built exhibition-ready physical components for large-scale artistic installations across parallel projects, in a multidisciplinary team, while meeting client deadlines.
 - Worked on 3D modelling, electronics integration (soldering, wiring), technical feasibility exploration, material research and testing.
 - Translated concept briefs into functional physical outcomes by resolving fabrication and assembly challenges often affected by material and production logistics constraints.
-

SELECTED PROJECTS

Storia - Product Designer

May 2025 - ongoing

- AI-enhanced screen-free storytelling toy awarded by the Innosuisse Initial Coaching Grant and exhibited at Bern Design Festival, WUD Brugg, and JDRC Zurich.
- Built two functional prototypes (3D printing, CNC milling, hardware integration, soldering)
- Developed the visual identity and communication system across print, digital, presentations, and exhibitions.
- Conducted research with parents, child psychologists, and educators. Currently iterating product decisions through testing and considering production feasibility with design quality.

Tubi - Physical Interactive Installation

Mar. 2025 (1 month)

- Designed and fabricated a modular interactive structure using 3D-printed joints and designed the assembly logic. Integrated phones as hidden sensors within the installation.

Blaupunkt Pop 70 - Digital Fabrication & Fast Prototyping

Nov. 2024 (3 weeks)

- A mechanical interaction prototype built as a reinterpretation of the original radio, modelled in Fusion 360, built by laser cutting and 3D printing.
-

EDUCATION

MA Interaction Design

Sep. 2024 - July 2026

SUPSI - University of Applied Sciences and Arts of Southern Switzerland

BA Industrial Design (Grade: 9.74 / 10)

2021 - 2024

The Academy of Applied Studies, Polytechnic of Belgrade

SKILLS

3D and CAD: Fusion 360, Rhino 7, AutoCAD

Fabrication: 3D printing, Laser cutting, CNC milling, Soldering, Fast Prototyping

2D & Digital: Figma, Adobe Illustrator, Adobe Photoshop, DaVinci Resolve

AI Workflows: Meshy AI, Nano Banana, Replicate, Dovetail, Claude

Code: HTML / CSS / JS (very basic understanding), Vibe coding (ChatGPT and ClaudeCode)

Research: Desk research, qualitative interviews, market research, competitor analysis, affinity mapping

LANGUAGES AND OTHER

- English (fluent),
- Serbian (native),
- Portuguese (native),
- Former professional Ballet dancer (10+ years in professional training and performing)