Milan Gladiš
Product · Design · Code since 2006

Profile

Hi, I'm Milan 👋 a Product, Design, and Tech person who has built marvellous products in the 3D, AR, AI, Web3, Travel, and Real Estate industries.

Contact

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Work experience

06/2022 – Present
Chief Product Officer at Qubu

Qubu accelerates the Architecture, Engineering, and Construction of residential houses by using generative and evaluation algorithms.

- Managed the Product of 3D Architecture software
- Designed Qubu 3D Studio,
- Built qubu.io Website
- Implemented internal tools using Next.js, MongoDB, etc.

06/2022 – Present
Product Design Lead at Matera

Building social blockchain platform with loyalty program rewarding creators for their engagement.

- Designing Matera blockchain ecosystem for content creators
- Designed 2 Telegram applications

Work experience

06/2022 – Present
Product Design Lead at LandVault / InfiniteReality

Building immersive experiences in Metaverses and developing Web3 tools.

- Building Web3 products for 3D Internet
- Built Design System
- Product Management

03/2021 – 06/2022
Product Lead at Admix

Game monetisation platform using in-play - non-intrusive, no code ad solution.

- Hired Product Managers and Product Designers
- Product Management
- Built Design System
- Managed Roadmaps, OKRs

01/2016 – 12/2020 · Show Case study
Head of Product at VECTARY

Vectary is an online AR & 3D content creation platform we've built from scratch where I was responsible for the Project Management and Product Development process from idea to release.

– Led Cross-functional team through collaborating with design and development team members and delegating essential tasks and responsibilities to ensure that product is effectively built and employees' best skills are showcased throughout the process.

– Executed Product Management by handling the whole process of the product development lifecycle from research to release.

– Researched and market validation of new features based on data analysis and user research to bring relevant and important solutions for users' problems.

– Designed user interface, illustrations, and icons based on the research with an emphasis on consistency that I defined in the Vectary design system.

– Planed a roadmap by estimating the scope and created teams for specific sprints to ensure effectiveness and speed.

– Created concepts and prototypes through designing or developing MVP to ensure that the testing phase can be done as soon as possible to minimize costs.

– Created task specifications and feature documentation to transfer the knowledge across the whole team.

– Tested new features and validated existing ones to make sure everything works as expected, and a user will get a high-quality product.

– Analyzed and tracked the relevant data to have a valid resource for decision-making.

– Hired new team members for design and development positions.

– Designed a design system to provide easy access for rapid prototyping and product modifications.

10/2014 – 01/2016
UX/UI Designer & Front-End Developer at VECTARY

Through the startup's early stage, I was responsible for the design and code. I covered multiple roles at the same time, saving financial resources at the beginning.

– Made research of multiple 3D tools and identified the necessary features to build easy-to-use 3D modeling software.

– Designed prototypes, user interface, icons and illustrations for the whole product.

– Coded front-end in HTML/CSS and JS with BEM methodology to build reusable and scalable code.

04/2013 – 10/2014
UX/UI Designer & Front-End Developer at Bonetics

Delivered UX/UI design and front-end development mostly for the various clients, as well as for an internal projects.

– Designed UX and UI through collaboration with clients to ensure the best outcome.

– Developed front-end static pages or templates, ready to fill with data by back-end devs.

06/2012 – 04/2013
Freelance Web Designer & Developer

– Created websites for small and medium companies to ensure growth and visibility on the Web

– Executed design, development, SEO, and marketing

– Covered the end-to-end solution

Skills

User Interface
User Experience
Product Design
Product Management
Prototyping
Data Analytics
Front-end Development
3D Modeling

Social @milangladis

- Linkedin
- Dribbble
- Facebook
- Twitter
- Medium
- Github

Side-projects

02/2023
WMan
https://wman.io
Ultimate travel app. Enjoy the moment, while AI creates a travel plan for you

02/2023
Traua
https://traua.com
Monetise your travel experience

02/2023
AI Nouns
https://ainouns.com
Build and publish AI apps

01/2023
Iconur
https://iconur.com
Minimalistic and customisable line icons set with Figma plugin

04/2022
Moqop 2.0
https://moqop.com
Online platform to generate design based on the data. Currently, supports Strava's data rendering for athletes.

12/2020
Bouldee
https://bouldee.com
Manage climbing wall online and let climbers to track workouts with QR codes.

09/2019
Moqop
Online 3D mockups and templates that can be easily customized. User can change the color, replace the texture by other design, rotate the camera view and export transparent image.

08/2018
Recycle Academy
https://recycleacademy.com
Educational platform to learn how to recycle better by scanning barcodes.

08/2017
Invoice Land
Premium invoice templates for freelancers & small businesses.

Let's work together
on your next project 🚀

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