



STEFANMANOJLOVIC

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I am passionate about people and in my projects I involve users and stakeholders as much as possible. Embracing the user experience makes me part of their stories, memories, emotions, behaviours and thoughts - which is, personally, fundamental when designing for growth, innovation and success. There is no time like now to explore the future.

Areas of interest

- (HCI) Embodied and mobile; smart wearables
- (Co-DESIGN) Interaction design for and with children
- (RESEARCH & DESIGN) Healthcare findings and innovation

SKILLS

- Understanding user research methods, by knowing when and how to apply them.
- Strong communication, visual and prototyping skills: convey research findings clearly to support a wide range of diverse teams.
- Worked with psychologists, designers, managers, computer scientists and researchers to know how to universally highpoint research requirements.
- Strong knowledge of design research methodologies: User-Centred Design; Participatory Design; Co-Design; Crowdsourcing Innovation.
- Experience integrating user research into product designs and design practices.
- Highly self-motivated, curious and explorative. Go beyond obvious facts and search for the unknown, which develops in flexibility of quickly changing environments.
- Fluent in five languages: English, Spanish, Italian, Croatian, Slovenian
- Passionate about shaping professional and scientific skills by publishing, presenting and attending conferences.

RESEARCH

Ethnographic / Auto-ethnographic studies; Usability studies; A/B testing; Surveys; Contextual Inquires; Diary studies;
 Lab and In-field Research; Benchmarking and competitor analysis;

PROTOTYPING

Prototyping such as sketches, wire-frames and mock-ups, using: Design in Adobe CC (Illustrator, InDesign, Photoshop Muse); Tangible prototyping (paper, cardboard, MDF, Plexiglas, plastics, foam, wood); Digital prototyping (Axure, Balsamic, basic HTML/CSS/JS); Interactive prototyping (Arduino and LilyPad);

EXPERIENCE

- Oct 2015 - **EINDHOVEN UNIVERSITY OF TECHNOLOGY - HCI RESEARCHER**
 Present Working as a candidate in User-System Interaction by improving the interaction between people and systems and making technology truly accessible, beneficial for all people. Understanding user insights and translating them into requirements.
- Jan - **VRIJE UNIVERSITEIT AMSTERDAM - dept. of Psychology - GRADUATE**
 Jun 2015 **RESEARCH ASSISTANT**
 Main responsibilities: qualitative user and stakeholder studies through interviews and workshops, empathy mapping of observed behaviours or insights and determine findings and recommendations, prototyping and usability testing with end-users.
- May 2014 - **MAKELIGHT INTERACTIVE - USER EXPERIENCE DESIGNER**
 Oct 2014 Main responsibilities: identify UX problems and opportunities in digital markets, design responsive web design for Mekelight, Visual Voting (back-end) and design the UX and UI of main Makelight app (iOS and Android).
- Aug 2012 - **BOUNT doo - JUNIOR VISUAL DESIGNER**
 Feb 2013 Main responsibilities: concept development and prototyping, design furniture in 3D, graphic design of promotion materials and web solutions, Offset printing technician.



EDUCATION

- Oct 2016 - Present **P.D.Eng. User-System Interaction** - Eindhoven University of Technology, NL
Department of Industrial Design
- Oct 2013 - Jun 2015 **M.Sc. Information Technology (PD)** - University of Southern Denmark, DK
Research Center of the Mads Clausen Institute for Product Innovation
- (2014 -2015) Eindhoven University of Technology, NL (The Netherlands)
Semester abroad, Minor in **Interaction Design**
- Sept 2009 - Sept 2013 **B.Sc. Graphic and Interactive Communication** - University of Ljubljana, SI
Faculty of Natural Sciences and Engineering
- (2011 -2012) Arteveldehogeschool Gent, BE (Belgium)
Semester abroad, Minor in **Visual Design**

PUBLICATIONS

- **Manojlovic, S.**, Gavrilov, K., de Wit, J., Khan, V.J., Markopoulos, P. (2016-to appear). *Exploring The Potential Of Children In Crowdsourcing*. Proc.
- **Manojlovic, S.** (2015). *Designing parent-child bonding possibilities for healthcare and well-being*. Embodied Interactions. SiDeR 2015, Kolding, Denmark.
- Koulidou, K., Feckenstedt, H., Mosleh, W. S., & **Manojlovic, S.** (2014) *Designing Skin Probes through Reflective Practices*. Embodied Interactions. Sider 2014, Sweden

WORKSHOP PUBLICATIONS

- [CHI' 16] *Storytelling in multi-stakeholder approaches: 'method stories'*. **Manojlovic, S.** ACM, Workshop on Involving People with Impairments into the Design Process: Method Stories.
- [CHI' 16] *Crowdsourcing For Children: Exploring Threats and Opportunities*. Wit, J., **Manojlovic, S.**, Gavrilov, K., Khan, J. ACM, Workshop on Crowd Dynamics: Exploring Conflicts and Contradictions in Crowdsourcing.

AWARDS AND ACCOMPLISHMENTS

- 2016 **President of Board**, USInet
- 2016 **Co-Organiser**, UXcampNL
- 2016 **Talk at UXcampDUBLIN**, "Crowdsourcing in UX"
- 2013 **Nomination** for the Preseren Award for the bachelor thesis
- 2013 **Designer for Charity**, organisation "Heart for Heart"

ADDITIONAL

Certificates:

- Design Kit: The Course for Human-Centered Design - IDEO.org,
- Design Thinking for Business Innovation - University of Virginia Darden School of Business
- International English Language Testing System (IELTS) - British Council

Languages:

- (native) Italian, Slovenian, Croatian
- (expert) English, Spanish
- (basic) Danish, German, Dutch