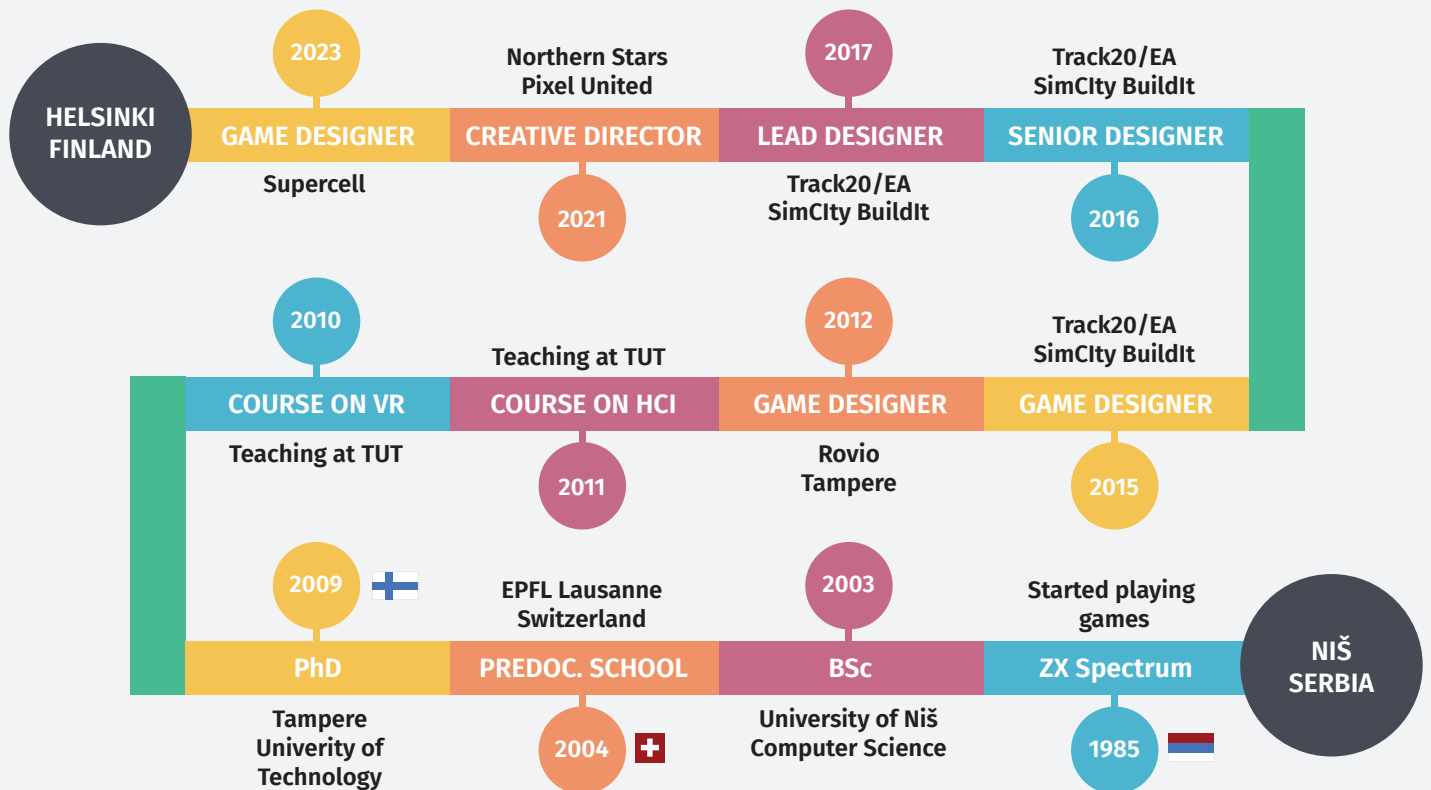


# STANISLAV STANKOVIĆ

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