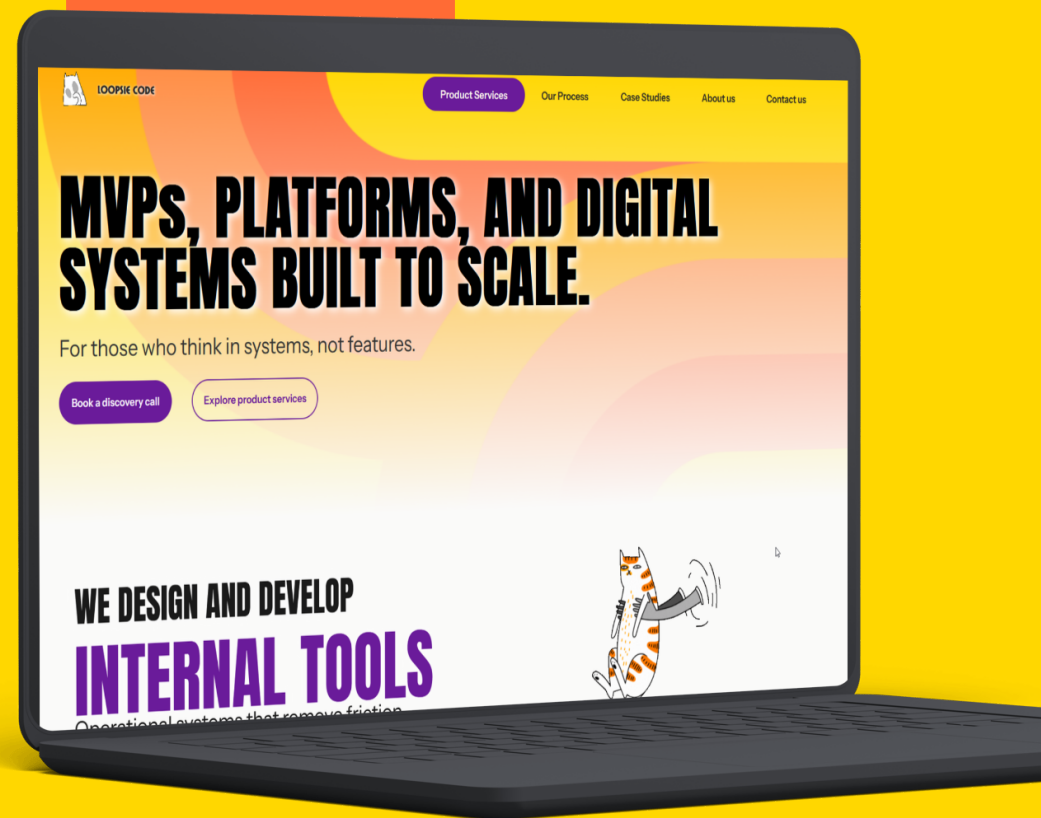


PORT FOLIO

SELECTED CASE STUDIES



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PROJECT 1

CODENAME: SENTINEL

Internal operations platform for structured organizational visibility

OVERVIEW

Organizations often operate with fragmented information across teams and tools. Sentinel was designed to unify operational data into a single structured system for clarity and decision-making.

THE CHALLENGE

Operational data was distributed across multiple systems, creating inconsistent reporting and delayed visibility. The core issue was structural fragmentation rather than lack of data.

SYSTEM DESIGN

Sentinel standardizes reporting into a unified framework and introduces multi-level visibility across organizational roles. All data is centralized, structured, and traceable.

ROLE

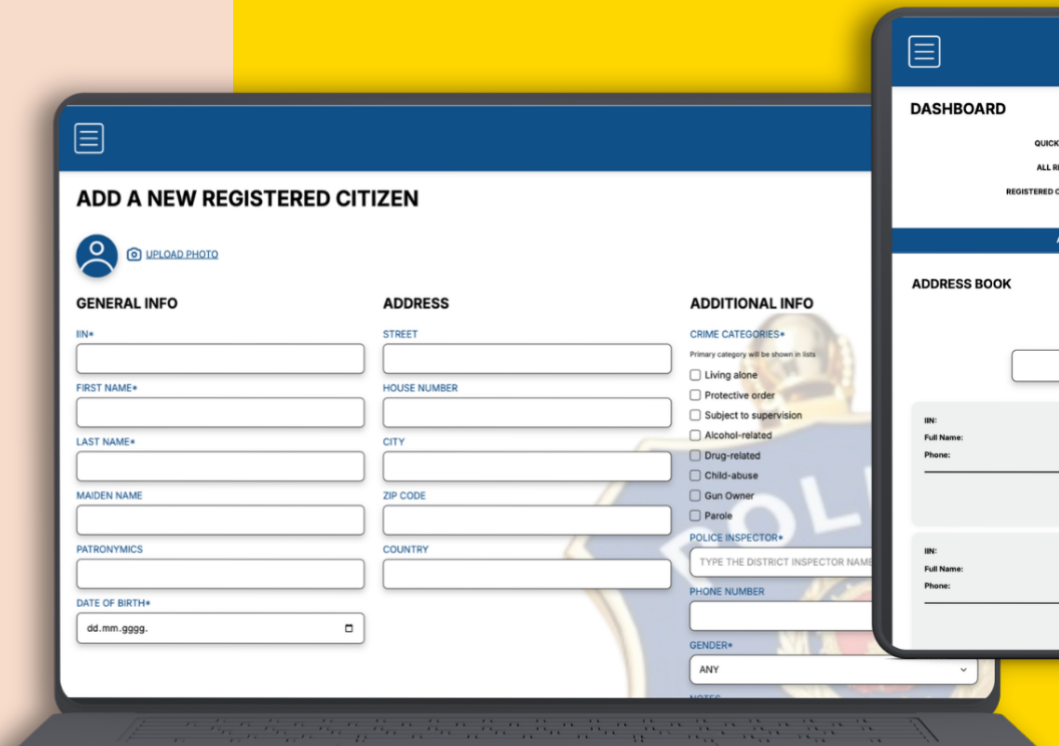
Lead system designer

DOMAIN

Enterprise operations

TYPE

Internal platform



KEY INSIGHT

Operational failure is almost always a structure problem, not a data problem.

OUTCOME

The system improves transparency, reduces manual reporting, and enables faster operational decision-making.

LOOPSIE CODE

REGISTERED CITIZENS WITH LATE CHECKS

STATISTICS

	ADDRESS	⬆️ DAYS UNTIL NEXT CHECK	⬆️ CHECK FREQUENCY
2514914	Nichole Park, 274, East Mohammedmouth	-	3 days
4-2611	Ziemann Well, 25, Aliyahfurt	-93	3 days
52697	Jordane Knolls, 165, East Beulahmouth	-	3 days

PROJECT 2

CODENAME: ATLAS

MVP system for rapid product validation and launch

ROLE

Lead system designer

DOMAIN

Product strategy

TYPE

MVP framework

OVERVIEW

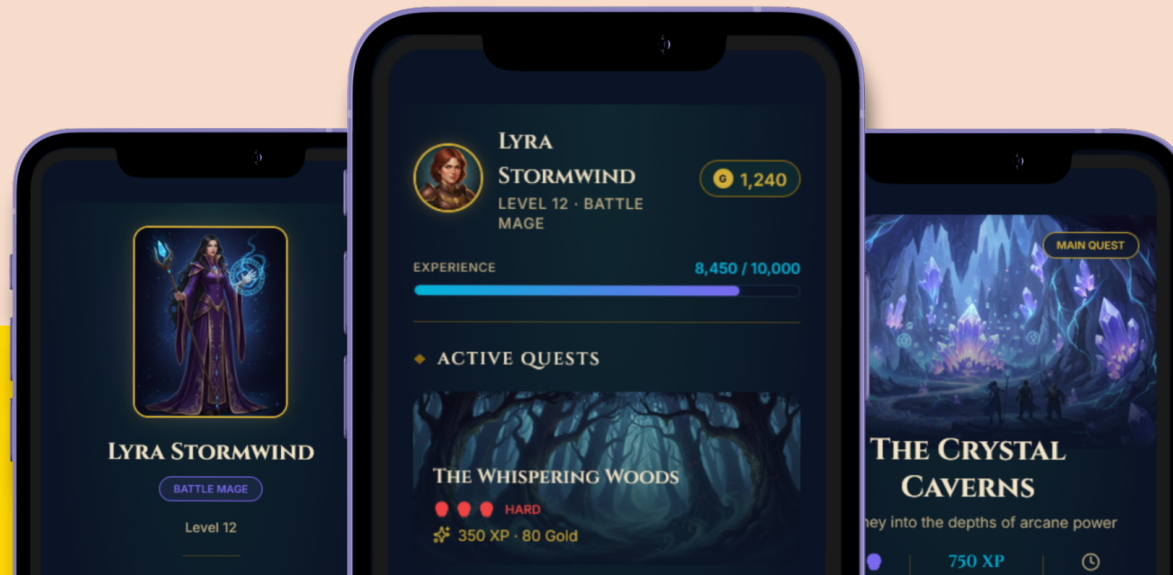
The goal was to build only what is necessary to validate assumptions, not the full product vision.

THE CHALLENGE

The goal was to build only what is necessary to validate assumptions, not the full product vision.

SYSTEM DESIGN

The goal was to build only what is necessary to validate assumptions, not the full product vision.



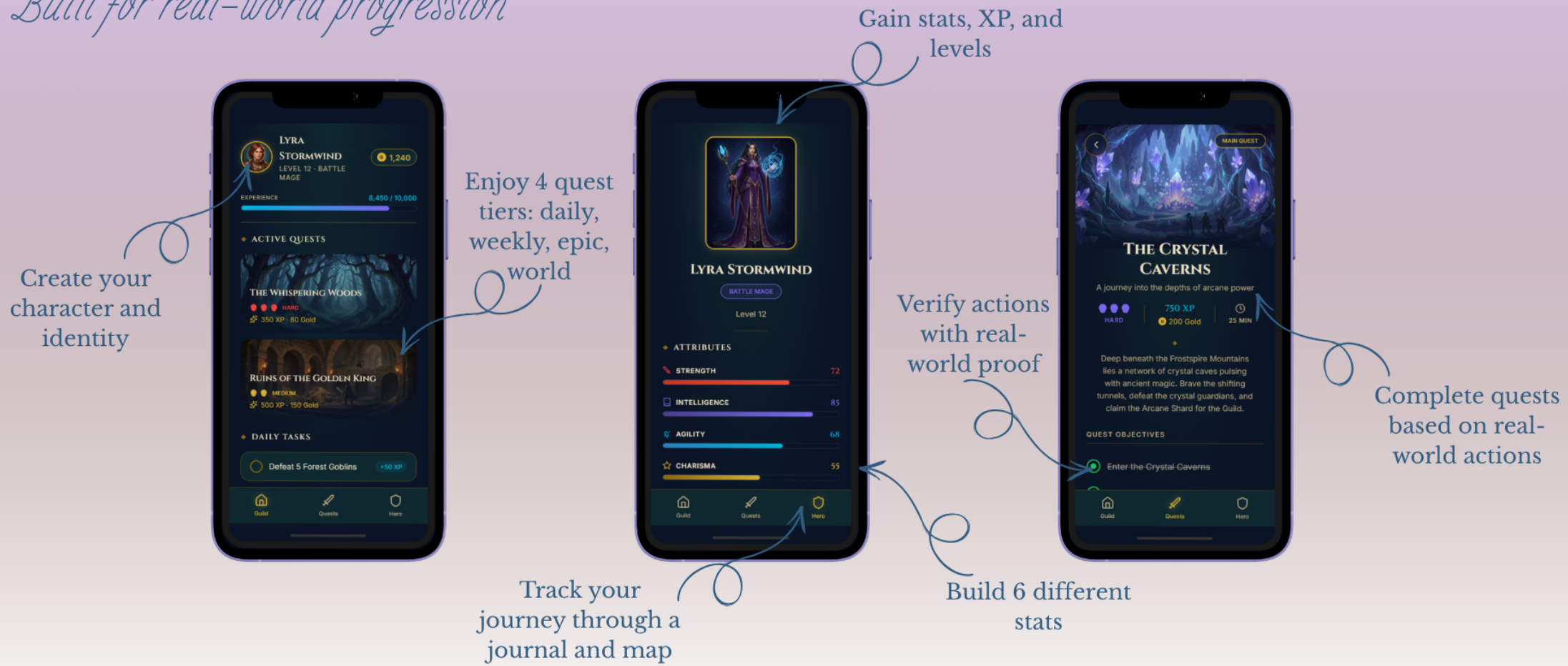
KEY INSIGHT

An MVP is a learning system, not a reduced product.

OUTCOME

The MVP reduced complexity, accelerated launch timelines, and enabled earlier user feedback.

Built for real-world progression



PROJECT 3

CODENAME: NEXUS

Social platform for player matchmaking and community engagement

ROLE

Lead system designer

DOMAIN

Gaming & Social

TYPE

Matchmaking platform

OVERVIEW

Gaming communities lack persistent social structures, leading to low-quality matchmaking and weak retention.

THE CHALLENGE

Most systems prioritize speed over compatibility, resulting in unstable groups and disconnected player experiences.

SYSTEM DESIGN

Players are matched using behavioral and preference signals. Each player has a persistent identity, and parties can persist across sessions, enabling long-term group formation.



Gaming Parties

Join existing parties or create your own gaming squad

+ Create New Party

KEY INSIGHT

Operational failure is almost always a structure problem, not a data problem.

OUTCOME

The system improves transparency, reduces manual reporting, and enables faster operational decision-making.

LOOPSIE CODE

Open

1h 30m

Join Party

Code Warriors

by DigitalHunter

Code Breakers

4/4 players

45m

Party Full

Live Chat

gamers worldwide in real-time

Cyber Warfare 2077?

ace in Neon Racers!

yers for our party

igital Legends is amazing!

Online (5)

N NeonMaster

In Game

G GridRacer

Online

D DigitalHunter

In Party

C CodeBreaker

Online

P PixelWarrior

Away

PROJECT 4

NAME: VERDURA BOX

Structured digital platform for curated commerce

ROLE

Product owner

DOMAIN

E-commerce

TYPE

Commerce platform

OVERVIEW

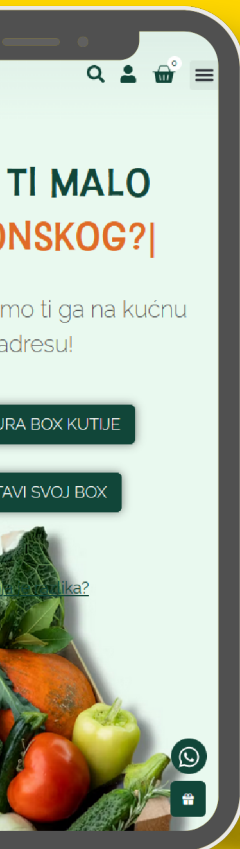
Traditional e-commerce treats products as isolated listings. Verdura Box was designed to introduce structure, context, and curation into the buying experience.

THE CHALLENGE

Local produce commerce lacked product context, making purchasing decisions purely price-driven and removing differentiation between items.

SYSTEM DESIGN

Products are modeled as structured entities containing origin, seasonality, and usage context. A curated box engine dynamically builds bundles based on rules and availability. Product pages combine commerce with storytelling and producer context, while inventory is tightly linked to content.



KEY INSIGHT

Commerce systems do not fail because of products - they fail because of lack of structure around meaning.

OUTCOME

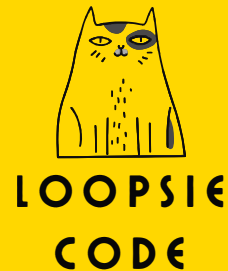
The platform increases perceived product value through context, improves curation quality, and transforms shopping into structured discovery.



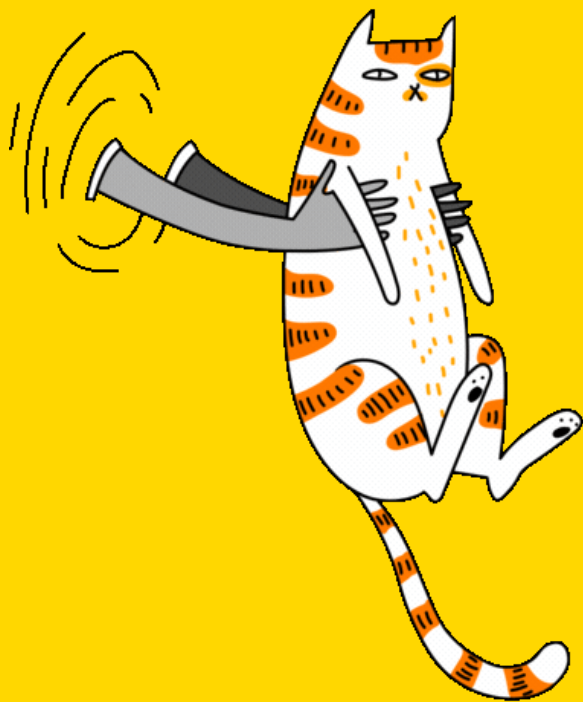
SASTAVI SVOJ BOX

Pogledaj našu ponudu svježeg voća i povrća, orašastog i sušenog voća, te začina i ostalih domaćih proizvoda i kreiraj savršen box po svojoj mjeri.

LET'S BUILD SOMETHING GREAT



Contact us and we can begin planning immediately.



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