

## PROFESSIONAL EXPERIENCE

### **Audacious Machine | Founder, CEO & Game Design Lead** 2/2016 - 4/2020, 10/2025 - Present

- Founded and operated mobile game studio publishing three F2P titles for iOS/Android. Managed full product lifecycle including game design, art direction, publishing, and live operations.
- Published three mobile games managing end-to-end development from concept to launch
- Led all non-technical development: project management, game design, art creation (Adobe Illustrator, After Effects, Aseprite), UI/UX, and marketing
- Managed live ops responding to player feedback, shipping updates and gameplay improvements
- Coordinated with lead programmer balancing creative vision with technical constraints
- Currently refreshing portfolio and re-releasing all titles with updated features

### **Carbonmetrix | Technical Project Manager, Director & Co-Founder** 10/2023 - Present

- Lead project management for CarbonSig carbon accounting web application
- Manage cross-functional teams of 8-15 engineers using Agile/Scrum methodologies
- Own product roadmap from requirements gathering through deployment, ensuring client alignment
- Facilitate sprint planning, daily standups, and retrospectives maintaining consistent delivery velocity
- Build and maintain client relationships with multi-year retention across all accounts

### **Finmetrix/Softmetrix | Technical Project Manager, Director & Co-Founder** 9/2016 - 10/2023

- Managed multiple concurrent software projects across e-commerce, logistics, pharmaceutical, utilities, and fintech industries.
- Delivered 5+ major products: CarbonSig, Ansigo (e-commerce), Mobility (delivery), PRAD (pharma portfolio), mobile payments app
- Implemented Scrum framework and established efficient sprint cadences across all projects
- Maintained 100% client retention with engagements spanning 1-5+ years through stakeholder management
- Built development teams from scratch, wrote user stories, and ensured on-time delivery across all projects

### **Tesla Motors | Product Specialist** 9/2012 - 11/2013

- Joined during Model S launch, managing customer relationships and vehicle sales during critical growth period.
- Personally responsible for over 100 Model S and Model X orders, managing customer expectations and technical consultations
- Delivered product demonstrations and consultations for high-value technical products in fast-paced startup environment

## EDUCATION

Master of Science, Chemical Engineering | University of Southern California

Bachelor of Science, Biomedical Engineering (Pre-Medicine) | University of Hartford

## TECHNICAL SKILLS

- **Project Management:** Agile, Scrum, Sprint Planning, Roadmap Development, Stakeholder Management, Requirements Gathering
- **Tools:** Jira, Confluence, Trello, Figma, Adobe Creative Suite (Illustrator, After Effects, Audition), GIMP, Aseprite
- **AI Tools:** Claude Code (built Cubloid NFT generator, websites, and generator interfaces; combined with Figma for design-to-code workflows)
- **Platforms:** iOS/Android mobile, Web applications, F2P monetization, Live operations

## OTHER

- U.S. Citizen & Resident (Massachusetts)
- Bi-lingual: English (native) + Serbo-Croatian (native)