

SLAVISA CVETKOVIC

Motion & Graphic Designer

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[portfolio](#) · [behance](#) · [linkedin](#) · [instagram](#)

PROFESSIONAL SUMMARY

Motion & Graphic Designer with 10+ years of experience creating static and animated visuals for digital marketing campaigns across social media, web, and short-form video (Reels, video ads, animated content). Skilled in the Adobe Creative Suite (Photoshop, Illustrator, InDesign) and After Effects, with a strong understanding of digital formats and web design. Comfortable working closely with strategists, content teams, and copywriters in a collaborative agency environment, while respecting and helping evolve brand visual guidelines. Background spans marketing, gaming, and healthcare industries, bringing both creative direction and hands-on production to every project.

SKILLS & EXPERTISE

Software & Tools

Adobe Photoshop	Adobe Illustrator	Adobe InDesign	After Effects
Premiere Pro	Character Animator	Krita	Blender
ZBrush	Substance Painter	AutoCAD	Figma
HTML/CSS	Microsoft Office	Spine - Basic Workflow	Unreal Engine - Beginner

Primary Expertise

Motion Design	Multimedia Design	Branding & Identity	Video Production
3D Visualization	Character Animation	Short-Form Video	Social Media Content

Additional Skills

UI/UX Design	Web Design	Game UI Design	Print Design
Digital Marketing	Event Materials	Motion Design	Creative Direction

PROFESSIONAL EXPERIENCE

Graphic & Motion Designer | POSH & MEDIA Marketing Agency

- Serbia, Remote

Sep 2025 - Present

- Creating social media graphic visuals, short-form video content (Reels, animated video ads), and motion animations that increase brand presence and audience engagement.
- Collaborating with marketing teams to transform campaign ideas into compelling visual storytelling across multiple platforms.
- Producing motion graphics, animated content, and brand-aligned design assets for digital channels.

Graphic Designer | BBE Marketing - USA, Remote

Jan 2025 - Aug 2025

- Created engaging visuals and short-form video content for social media campaigns targeting international audiences.
- Collaborated with the marketing team to deliver modern, brand-aligned designs that increased audience engagement and online presence.

Senior Graphic Designer | RCM Technologies
Inc. - New York USA, Remote

Dec 2023 - Oct 2024

- Designed high-impact visual assets for digital marketing campaigns in collaboration with creative directors and cross-functional international teams.
- Produced social media content, display banners, and print-ready materials including brochures, flyers, roll-up banners, business cards, wall prints, and office wraps.
- Developed responsive websites, UI/UX interfaces, explainer video animations, 2D illustrations, and 3D environments in Blender for product visualization.
- Led brand identity development and maintenance, ensuring visual consistency across all digital and print marketing materials.
- Delivered end-to-end video editing and motion graphics using After Effects and Premiere Pro, including intros, outros, and social media video content.

3D Artist & Animator | IT Europe - Nis, Serbia

Oct 2020 - Dec 2023

- Delivered end-to-end 3D animation production: concept modeling, sculpting (ZBrush), texturing (Substance Painter), rigging, animation, and final rendering in Blender.
- Collaborated with graphic designers and UI/UX teams to create 2D character illustrations using Krita, Photoshop, and Adobe Character Animator.
- Contributed to mobile app and web platform development alongside UI/UX designers and developers, delivering polished interactive interfaces.
- Developed motion graphics and animated visual content for marketing campaigns; began implementing C# scripting in Unity for game development projects.
- Integrated AutoCAD technical references into 3D production pipelines for precision modeling.

Graphic Designer | Colosseum Game - Vranje, Serbia

May 2014 - Feb 2018

- Designed print materials and large-format advertising assets for gambling and lottery businesses, including machine branding, billboards, banners, and illuminated signage.
- Collaborated with developers and creative teams to support the creation of user interfaces for lottery and games-of-chance applications.
- Produced visually engaging graphic assets aligned with brand identity and optimized for both digital and print environments.

EDUCATION

Higher Education in Industrial Economics

School of Applied Studies

2010 - 2013

Bachelor level program - Production Economics

Technical Education, Computer Design & Engineering

Technical School

2006 - 2010

Specialization: Computer Aided Design & Mechanical Engineering

LANGUAGES

English - C1 Advanced

Serbian - Native