




Fran Grgić

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 Zagreb, Croatia

Relevant Work Experience

5+ years total

Dandi · New York, USA

July 2022–now (Contract)

• Front End Engineer

- Developed three practical products independently, enabling clients to monitor diversity, equity, and inclusion within their organization.
- In a team of three converted the entire codebase from JavaScript to TypeScript
- Designing a customizable interface system that enables clients to tailor their branding effortlessly

FireTail · Dublin, Ireland

May 2022–July 2022 (Contract)

• Front End Engineer

- Designed and implemented a comprehensive design system for a SaaS B2B platform
- In a team of two developed a SaaS B2B platform using React with TypeScript
- Created a versatile component library in React that corresponded to Figma components, enhancing the development process for multiple projects.

Anyfin · Stockholm, Sweden

March 2022–June 2022

• Product Designer

- Developed a custom haptic pattern integration tool to streamline design system processes
- Managed the design system's component library, ensuring consistent quality across platforms
- Established a documentation process for changes in the component library

November 2020–February 2022

• Front End Developer

- Collaborated with a team of three to increase user retention by 122%
- Developed native iOS widgets that seamlessly synced with React Native app data
- Contributed to a large-scale app redesign and design system overhaul

Ars Futura · Zagreb, Croatia

October 2019–April 2020

• Junior Full Stack Developer

- Worked closely with various startups and scale-ups improving their code base
- Developed a Chrome Extension for tracking the mood of employees in small companies
- Mainly worked in React with TypeScript

Skills

Software Development

- JavaScript/TypeScript (React Native, React, Redux, Next.js, Node.js, Express, Vue)
- Swift with SwiftUI (iOS)
- Java (SE, EE, Android)
- PostgreSQL, MongoDB
- Git, Jira, Jenkins, Docker

Design & Animation

- Figma, Framer X, Adobe Xd, Sketch
- Paper and video prototyping
- Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Procreate
- Adobe After Effects, Cinema 4D, Adobe Premiere Pro

Education

EIT Digital Master School · Master's Degree

September 2020–September 2022

- **University of Paris–Saclay**

Degree in Human Computer Interaction and Design (Computer Science), specializing in Situated Interaction.

September 2020–September 2022

- **KTH Royal Institute of Technology**

Degree in ICT Innovation (Computer Science), specializing in Human Computer Interaction and Design.

University of Zagreb · Bachelor's Degree

October 2015–July 2020

- **Faculty of Electrical Engineering and Computing**

Degree in Computing, specializing in Computer Science. Thesis: Classification of Importance and Urgency of Push Notifications Using Machine Learning.

Recent Projects

March 2022–ongoing

- **React Native Custom Haptics**

Designed and developed a tool for designing and sharing vibrotactile impact patterns, streamlining the collaboration between designers and engineers ([react-native-custom-haptics](#)).

November 2021–ongoing

- **Snappy Icons**

Designed a collection of more than 360 vector line icons on a 24x24 grid. The icons are available for download, or through a React Native npm module ([react-native-snappy](#)).

April 2021–ongoing

- **Xago—Keep Track**

Mobile productivity Application. Created as a side project in one week. Published in April 2021, today has more than 1,000 monthly active users.

April 2020–ongoing

- **Bela Online—Belote & Friends**

Co-creator of an online multiplayer card game. Mainly focused on the React Native front end, the design system, and the illustration of the game's assets. 5,000+ active players, 30,000+ downloads, and 5,000+ matches played daily.

November 2019–April 2020

- **1st Place in an App Development Competition**

Designed and co-developed a social media application that won 1st place at Lumen Development 2020, the biggest Croatian app development competition.

February 2018–May 2018

- **A Brief History of Books and Publishing**

Co-authored paper and created an educational web application
Hebrang Grgić, I., Grgić, F. & Despot, I. (2018) Implementing new technologies in publishing : enhanced printed books. U: Skala, K. (ur.)MIPRO 2018 : 41st International Convention : proceedings.

- ... and [many more](#).

Languages

Croatian* (native), **English** (TOEFL iBT: 111/120), **French** (A1)

*Additionally, able to perfectly understand and communicate in Serbian, Bosnian, Montenegrin, as well as partially communicate in Slovenian and Macedonian.

Volunteer Work

June 2018–June 2019

Vice President for Public Relations at the Board of European Students of Technology Zagreb

September 2014–September 2015

Film workshop instructor at Blank Movie Incubator