Ilija Marinović

AI Implementation & Automation Developer

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PROFILE

Developer with more than 6 years of hands-on programming experience, working at the point where automation, AI-assisted development and practical tool-building meet. I build and maintain workflow automations in n8n and Directus Flows, connect systems through APIs and webhooks (including the Claude API), work with data in SQL, and use Claude Code to turn requirements into working tools quickly. I've spent my career working directly with agencies, clients and brand teams, so I'm used to clarifying what people actually need, shipping it, and supporting it after launch. I also have marketing and ad-growth experience from agency and AdTech-adjacent work.

SKILLS

Automation	n8n, Directus Flows
AI	Claude API (LLM integration), Claude Code (AI-assisted development)
Integrations & data	REST APIs, webhooks, data flows, SQL
Programming	JavaScript, TypeScript, PHP, HTML/CSS
Frontend	React, Next.js, Three.js, React Three Fiber
CMS & platforms	Directus CMS, Webflow, WordPress

EXPERIENCE

Freelance developer – automation & web — Jun 2023 – present

- Build automations and web solutions for agencies and startups: Saturized, DearFuture, green-adv.rs, Webueno and v3RPG (AI startup).
- Integrate systems and services through APIs and webhooks, including the Claude API.
- Work directly with each client to understand their needs and turn them into working tools, workflows and websites.

Tech lead (freelance) – Chudo.rs festival — Ongoing

- Own the platform end to end, from requirements with the organisers to hosting and support.
- Run online and on-site ticket sales on the website.
- Ship a redesigned version of the site every year.

Developer (freelance) – Eugster Belgrade gallery, custom CMS/CRM — 2026

- Co-built a Directus CMS/CRM the gallery team uses for inventory, artists, exhibitions and contacts.
- Includes AI flows for LLM-assisted writing and AI image generation (Directus AI operations).
- Built Directus Flows and an extension that turn selected artworks into invoice, offer and price-list PDFs.
- Built a visual invoice editor (Vue extension); worked on the data model.

Creative developer, ad growth – replai.io — Jun – Aug 2025

- Creative development for marketing, with ad growth as the main goal.

Computer science tutor (part-time) – Clever School, Novi Sad — Feb 2023 – 2025

- Taught the Cambridge computer science curriculum.

Web developer (Three.js) – Dearfuture agency, Novi Sad — Jan 2021 – Feb 2023

- Built 2D and 3D websites for agency clients.

EARLIER CREATIVE & 3D WORK

- **VR developer & Blender artist – OPENS** (Mar – Dec 2024): UI/UX in Unreal Engine for the VR artwork *Last Day on Earth*.
- **AR artist & developer** (2022 – 2023): brand-safe social filters for L'Oréal Paris, Eucerin, Garnier, Maybelline New York, Balkan Bet and Henkel ATC.
- **Intern to the creative director – Saturized** (Mar 2020 – Jan 2021): VR development in Unreal Engine.

EDUCATION

Applied Software Engineering – Faculty of Technical Sciences, University of Novi Sad — 2016 –

- Completed four years of coursework; lab demonstrator for Introduction to Programming Languages.

OTHER

Languages: Serbian – native · English – C1 | 3D tools: Blender, Unreal Engine, Unity, Lens Studio