



## NaissusWorks

### Developer information

*NaissusWorks is a family-run independent software development studio from Serbia. The team, made up of Ivan and Nikola Jankovic, is focused on developing awesome smartphone applications and games.*

Contact us via e-mail [here](#) | Visit studio website [here](#)

NaissusWorks was founded in 2012 in Nis, Serbia, by two brothers, Ivan and Nikola Jankovic, with the idea of providing freelance programming and design services to third parties. Being a C# and Java programmer by trade, Ivan spearheaded the venture; Nikola completed his master's degree in English language and literature only to turn to his passion – graphic design.

In the following period, NaissusWorks was engaged in the development of several Web portals, most notable of which were the sites for Perdue Healthworks, the University of Nis Student Career Services and Health Center Lebane. The team saw a major success during their participation in the AppBuilder series of competitions, organized by Samsung, Telenor Serbia and Wireless Media. In 2013, NaissusWorks won second place for the clubbing app “Insomnia,” and subsequently a first place for “Nisville” (2014), an application dedicated to the local jazz festival. In the following years, the team completed a number of third-party Android applications, such as “It’s Done!”, “Dance Master”, “Android Shop” and “Hover Center”, followed by several tourism-oriented applications such as “Thassos” and “Pleasure Cafe”.

In 2013, NaissusWorks published its first independent application for Android, a free widget creator called „Best Widgets“. In 2015, the team made a major update to this application, bringing the feature set up to par with paid applications, and raking in over 100,000 downloads. Animated Christmas Clocks was published the same year and provided the users with a cut-down, easy to use widget package, though it saw limited success.

In 2016, the team started working on their first game - a Marble-Madness-like arcade title for smartphones, which came to be known as The Little Ball That Could and was released in 2017.

## Factsheet

### General

**Based in:** Nis, Serbia

**Founded:** 9/19/2012

**Website:** [naissusworks.com](http://naissusworks.com)

**Press kit:** [download](#)

### Team

**Ivan Jankovic**

Programming, Business &  
Development

**Nikola Jankovic**

Game Design, Art, Press

### Contact

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