

Developer for Hire

A developer you can treat as part of your team, without paying for one.

TODAY

An agency with a fixed monthly rate, whether there is work or not. A one-time project, then months of waiting for the next one. A new freelancer to brief every single time. Bills you could not predict.

AFTER

No retainer: you pay for approved hours only. The same developer, back whenever you need. Someone who already knows your business, your team and your code. Hours agreed for every task, before the work starts.

WHAT YOU GET

- A dedicated developer who works inside your team or on their own
- Always available, with no minimum and no retainer
- Hours agreed for every task, one invoice a month
- Any developer task within my realm: features, fixes, updates, integrations
- Consulting and meetings, around your team's schedule
- A direct channel to me, answered regularly

WHO IT'S FOR

- Small business, no tech team: a developer on call, without hiring one
- Agency or studio: extra hands for busy periods, under your brand if you want
- Startup or founder: a flexible developer for a product that changes every week
- Tech company: I want a role in your team, part-time or full-time, as an employee or a freelancer

Hourly rate on enquiry.

No retainer, no minimum. Hours agreed before every task. Once you have your rate, it does not change for at least a year. A fixed monthly package on agreed hours is possible on request.



jovanrudic.com

For more information contact me at info@jovanrudic.com

Nothing is billed without your approval.

Every task has its hours agreed before the work starts, and you approve them.

HOW IT WORKS

- You message me, ideally with the scope first.
- We talk: a free first call; after it you get your hourly rate.
- We check the fit and, if it works, we go ahead.
- Onboarding: I meet your team, we set up communication and task tracking, you connect me to the code and servers.
- Task by task: you state a need, I give hours and a deadline, you approve, I work.
- A rhythm that fits you: weekly meetings, or only when a piece of work is finished, or daily in busy periods.
- One invoice a month for the approved tasks.

HOW I WORK

- Approved first · Handover-ready: documented so anyone can take over · Reachable: a direct channel, answered regularly · Your way of working: your tools, your schedule, your rhythm

BAD PRACTICES

- Surprise bills. A developer who is hard to reach. A fixed fee for months of nothing. Work that nobody else can take over.

MY TAKE

A good hired developer understands your need and delivers the right solution for your cause. Adapts to your existing system, even a messy one, and writes code that works and follows industry standards. Builds new things with future use and scale in mind.

PROOF

I have worked this way before. Studio Agnis offered this model to its clients, and I worked under it.

NEXT STEP

A free 30-minute consultation.

Or email me for more information. I reply personally, usually within 24-hours

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