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WORK EXPERIENCE

Atomnius Ptuj, Slovenia

Unity Developer

01/03/2020 – 30/06/2022

- Developing games for mobile and PC platforms,
- Integration of IAP, Unity analytics, Unity Ads,...
- Close collaboration with artists, designers, marketing and end customer,
- Unity 3D physics, lightning, environment setup...
- Developing game systems like achievements, quests, in game shop,...

Greentube Slovenia Maribor, Slovenia

Unity Developer

01/07/2022 – 31/03/2025

- Utilized C# scripting to manage game functionality, ensuring seamless integration of game logic, animations, and interactions,
- Collaborated with artists and designers to align visual and gameplay elements, delivering a cohesive and engaging player experience,
- Usage of Unity profiling/debugging tools to assure the best experience,
- Client-server communication,
- Conducted testing and QA processes, iterating on feedback to refine gameplay mechanics, troubleshoot issues, and deliver a polished end product,
- Integrated in-app purchases and ads, integrated Firebase Analytics,
- Developed new Unity tools for designers, managers, artists...,
- GIT, Gitlab, Jira, Confluence,..

.Net Developer

01/04/2025 – Current

- Designed and implemented REST APIs using ASP.NET Core for enterprise applications.
- Developed modular services for document ingestion, parsing, and transformation.
- Built configurable pipelines for processing PDFs and structured JSON data.

PROJECTS

Mystery Waters (developed on Slovenian game jam)

- Participated in the Slovenian Game Jam, where the concept was born,
- Gained proficiency in 3D physics by implementing swimming mechanics,
- Explored animation techniques to bring underwater creatures and environments to life,
- Experimented with shaders and lighting, creating atmospheric underwater scenes and adjusting visual effects for depth and clarity,

- Developed optimization strategies for PC.
- <https://youtu.be/HI7YCRf8WNE?t=3715>

CornPOP

- Collaborated with Cineplex to create Cornpop, a 2D arcade-style game inspired by Fruit Ninja,
- Developed dynamic, fast-paced gameplay mechanics, with satisfying interactions and effects as players aim to pop corn for high scores,
- Integrated in-app purchases and ads,
- Integrated Unity Analytics,
- Enhanced proficiency with Unity's 2D tools to create visually engaging and responsive game elements that kept players engaged through endless runner-style mechanics,
- <https://drive.google.com/file/d/1yDqDFEK0wx-EyAiVB3I-ywtY9jZwkjFm/view?usp=sharing>

Defender's Dynasty

- 2D strategy builder defender game developed with Unity,
- Gained proficiency with A* pathfinding, save/load system, Event Bus, Shaders,
- A lot of different in game features from dynamic weather, time management, resource management, different enemy types, enemies affected by weather also resource production affected by weather,
- Using factories and object pooling for better performance,
- Integrated Unity Analytics,
- Using Zenject DI and implementation of Steamworks SDK,
- Gained experiences with publishing process to Steam(creating a steam page, uploading demo build,...)

Link https://www.youtube.com/watch?v=_DNfAhrSJW8

Ski Challenge

- Mobile game developed with Unity 3D,
- Integrating addressables system(local and remote fetching),
- Server & client communication,
- Developed features like Shop, Career, Events, Promotions,...
- Cooperation with UI/UX design, game design, artists on creating new Unity tools and new feature implementation,
- Bug fixing & refactoring,
- VContainer DI, Firebase Analytics,
- MVC pattern with TDD.

Link <https://www.ski-challenge.com>