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OBJECTIVE

Highly motivated and skilled IT specialist with a passion for programming and game development. I am looking for a challenging position to use my strong technical skills and experience in web development, programming, and game design.

AJDIN HUKIĆ

EDUCATION

INTERNATIONAL BURCH UNIVERSITY, SARAJEVO, BA

- Bachelor of Information Technologies

PRVA GIMNAZIJA, ZENICA, BA

- Department of information and communication technologies

SKILLS

- Programming languages: JavaScript, PHP, C++, Python, C, C#, MATLAB, SQL, Java, Go.
- Game development: Unity, 3D modelling, 3D animation.
- Web development: HTML, CSS, JavaScript, PHP, MySQL, Vue.js, Node.js, Bootstrap, MongoDB.
- Linux server maintenance.
- Development of mobile apps/games in Android Studio and Unity.
- Knowledge in networking and security.
- Critical thinking and problem-solving skills.
- Using of git version control.
- Using Jira and Trello for project managing.
- Basic machine learning.

ADDITIONAL

- Mother language – Bosnian (also able to speak on other Yugoslavian languages), fluent English, knowledge in German.
- I like motorsport, playing video games, building computers, learning about new technologies, doing all kinds of engineering, and I like to go to the gym in my spare time.
- I like to socialize and meet new people and I like to travel.

WORK EXPERIENCE

Master Games Studio

Jul 2015 - Dec 2021

Osijek, Osijek-Baranja, Croatia · Remote

Freelance

Unity Game developer

Started as indie studio from squad of San Andreas Multiplayer server holders, many of people working learned stuff on modding GTA:SA and programming servers, I got invited as 3d Animator, which I learned before.

When studio needs expanded for 3d modelling, I had some knowledge from GTA:SA Aswell, but I had to learn it better, eventually I started working as both 3d animator and 3d modeler. As it is in Indie studios lack of developers was also present so I worked on programming stuff as well, eventually I also learned Unity on-fly, there I learned how to make procedural terrains, setup scenes, particles system, importing animations, connecting everything to work, also there I learned OOP, because before this I knew only C++ which I learned in high school, Pawn(C based scripting language for SA:MP servers). Also, to note we had no profit from this in beginning and we were working AAA game. There were two attempts first game was at that time popular zombie survival themed game. And later racing game in style of Mario Kart but realistic. Both were abandoned and a lot of people left. "Founder" and I were left in team, we agreed to work on android games. So, we were mostly working on hyper casual games. There I started learning more and I expanded my knowledge on unity 2d sprites, Unity UI, Google play integration, 2d sprite animation, "new" Unity Input system. Also, in mean time I developed fully game for android where you use phone accelerometer to move ball and pass levels with UI, VFX, saving, etc... All which led to some profit we shared, but due to me starting university and that guy starting his PhD we disbanded. Currently in free time two of us are developing Rage:MP server, GTA V multiplayer modification. In those 2 years I learned Vue.JS, Nodejs and expanded my knowledge on JavaScript, HTML, CSS.

Black top Games

Feb 2021 – Present

Frankfurt Rhine-Main Metropolitan Area · Remote

Part-time

Unity Game developer

Current employment is where I got my fixed salary, and it was part-time job because I could not do full time because of university. First game I worked at was turn based strategy game, from ground up. I used my knowledge from before to develop and expanded it with new stuff along the way. The game source code got sold or whatever to SEGA. Second game was zombie top-down shooter, it used unity 2D tile generator for terrain generation which I wrote with unity coroutines and threading. Biggest thing I learned on it is connecting game with steamworks and it services. It is available on steam as early access ([Zombie Blender](#)). Next game I got assigned and I am currently working on is Crypto Dev Tycoon, game is not released yet. As it is smaller company I worked on many things and features. I worked on almost everything in Unity except multiplayer features.