AJDIN HUKIĆ

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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.

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 git for version control.
- Experience with Jira, Trello, Slack, Google drive, Confluence, Clickup, Slack and more.
- 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.

Rolla
Mostar, Bosnia and Herzegovina
Unity Developer
Jun 2024 - Nov 2024 • On-site
Dec 2024 - Jun 2025 • Remote
- Worked on an open world running/cycling game using the virtual world of Rolla World.
- Cooperated with DevOps team to automate build pipelines using gitea actions, docker on custom build machines,
- Made internal tools for artists, animators and other team members to enable them work better and faster.
- Integrated assets from artists into the game.
- Made animation systems with support from animators.
- Worked on custom rendering pipelines with asset streaming, instance batching used for vegetation rendering and environment rendering.
- Used Unity DOTS to integrate the big open world of Rolla World.
- Profiled the performance of a game using Unity Profiler and Windows Performance Analyzer to optimize frame rate, memory management and resource usage.
- Worked on implementing various shaders using shader graphs and HLSL.
- Worked on managing socket connections to backend services.
- Managed connection to multiplayer server and display for client side.
- Communication with backend (built on REST API) and socket.io to handle realtime data stream.
- Optimized game for cloud streaming and helped implementing multiple screens running on one instance game reusing same resources to reduce costs on cloud server used for streaming.
- Implemented localization support into Rolla World using Unity Localization package.

Black top Games
Nuremberg, Bavaria, Germany • Remote
Unity Developer
Feb 2021 - Oct 2023 • Part-time
Nov 2023 - Jun 2024 • Full-time
- Worked on tycoon game with focus on UI animations, particles and high level singleplayer platform for calculation of game mechanics
- Worked on top down shooter, with random open 2d world generation, 2d sprite animations, an inventory management system, day/night cycle and more...
- Worked on turn based strategy with random mesh map generation arranged in hex tiles, with different biomes, rivers, lakes,... Worked on turn based mechanics for the game.
- Worked on a game that used accelerometer to move ball and race in real-time multiplayer using new Unity Multiplayer, used to design levels, write shaders for different effects in game, particle systems, VFX graphs and more.

Master Games Studio
Osijek, Osijek-Baranja, Croatia • Remote
Unity Developer
Jul 2015 - Dec 2021
Freelance
- Worked on mobile casual games.