

# DEJAN ZELJKO

## Multiplayer Gameplay Programmer

### CONTACT INFO

- ✉ de.zeljko@gmx.at
  - ☎ +43 650 555 1031
  - 📍 Dejan Zeljko
  - 🌐 <https://detschn.net>
  - 🔗 [BlauesBild](#)
- Willing to relocate!

### SKILLS

- Unity (C#), Unreal Engine (C++)
  - Multiplayer Systems & Architectures
  - Gameplay Systems
  - Performance & Optimization
  - Steamworks
- Git, Azure DevOps, CI/CD
- Wwise Audio Engine
- Clean Code

### EDUCATION

#### BACHELOR OF SCIENCE IN ENGINEERING

UAS St. Pölten 2022 - 2025

- *Studying Creative Computing program*
  - Focus on game development
- Browser Game Coding
  - Javascript, NodeJS, Databases
- Responsive UI/UX design
  - Prototyping & Testing
- **Game Development**
  - Game Design & Story Telling
  - Unity & C#
  - 3D Modelling, Game Audio (WWise)

#### ACADEMIC SECONDARY SCHOOL

HTL St. Pölten 2015 - 2020

- Java & OOP
  - Design Patterns
  - Spring Boot Web Services
- Python
  - Machine Learning
- Network technologies
- Databases

### PROFILE

Gameplay programmer with a strong focus on multiplayer systems and code quality. Several years of professional software engineering experience, including work in large, long-lived codebases. Comfortable diving into existing systems, improving and refactoring gameplay features, and collaborating closely with designers and artists. Background in networked game architectures and performance-conscious development.

### PROJECTS

- **Sync Or Sink** (Co-op, Multiplayer, Steam)  
Shipped on Steam: [Store Page](#)
  - Using Steamworks for peer-to-peer sessions
  - Implemented responsive and synchronized gameplay systems for multiplayer scenarios
  - Worked on gameplay iteration, polish and stability in a shipped commercial title
- **Invasion At Dawn** (Multiplayer, Custom Netcode)  
Overview: [Portfolio Page](#)
  - Custom-built networking framework
  - Designed and implemented a standalone authoritative server
  - Worked on client/server separation and gameplay related networking
- **Unreleased MMO Architecture Prototypes**
  - Ongoing personal projects exploring MMO-style architectures and scalable multiplayer systems
  - Implemented a backend system to start game servers on demand, route players and manage sessions

### PROFESSIONAL EXPERIENCE

#### SOFTWARE ENGINEER (JAVA/C#)

**PERI** October 2019 - Today

- Designed and maintained complex C# systems in production environments
- Worked with large, long-lived codebases and refactored legacy systems
- Strong focus on performance, stability, and testability
- Collaborated cross-discipline with non-technical stakeholders

### CERTIFICATIONS

- C++ Institute: C++ Associate Programmer Certification

### LANGUAGES

German (native)  
fluent

Serbian (native)  
fluent

English  
fluent

Spanish  
basic