

DEJAN ZELJKO

Multiplayer Gameplay Programmer

CONTACT INFO

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👤 Dejan Zeljko

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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