

Igor Grba

Unity Game Developer / Designer

Highly motivated and versatile recent Unity game developer who is eager to find a position relevant to his expertise in Unity, C#, Game Design and Computers. Superb qualifications in creating and maintaining strong working relationships with a diverse range of clientele and coworkers. Adept at learning and applying new complex technical concepts in short period of time. Extremely well organized, manages time effectively, and possesses exemplary leadership abilities.



✉ grbaesnumero1@gmail.com

☎ +381606567860

📍 Nikole Vujacica 12, Lazarevac, Serbia

EDUCATION

Senior Law Student John Naisbitt University

09/2015 - Present

Belgrade

WORK EXPERIENCE

Operator at Casino/Slots/Roulette, Live Bet and luck-based games.

MaxBet

Belgrade, Lazarevac

SKILLS

Analytical skills

Documentation writing

Game Platforms

Organizational skills

C#

Unity

Verbal communication skills

PERSONAL PROJECTS

RPG Core Combat (11/2020 - Present)

- Currently successfully implemented:
- NavMesh navigation
- AI Pathfinding
- Save and Loading Systems
- Basic Pickups
- Particle effects
- Also cleaned up robust code architecture for managing more complex systems by including namespaces.

Complete C# Unity 2D Course (09/2020 - 10/2020)

- Some of the game prototypes I've worked on in this course included:
- Laser Defender: A **Top-Down Space Shooter** with enemies to shoot and dodge;
- Glitch Garden: A **Tower Defense** game with different tower types and enemy types, and a basic resources system.
- TileVania: A fast-paced classic **Side-Scrolling Platformer** using Unity's Tilemap tool.
- Block Breaker: A basic **"Breakout" style game** which introduces Unity's built in physics engine.

CERTIFICATES

Complete C# Unity Game Developer 2D

Core RPG Combat Creator

LANGUAGES

English

Full Professional Proficiency

Serbian

Native or Bilingual Proficiency

Spanish

Limited Working Proficiency

French

Limited Working Proficiency

INTERESTS

Watching movies

Playing video games

Streaming in free time

Researching about game ideas