



ipecikoza@gmail.com

ivanpecikoza.github.io

SKILLS

Game Development
Game Design
Data Science
Level Design
Narrative Design
Unreal Engine 4/5
Unity
C / C++
C#
Java
Python

SOFT SKILLS

Agile development
Time assessment
Meeting deadlines
Adaptability and quick acceptance of roles
Assertive communication
Initiative for innovation
Leading small teams
Proactive decision making

INTERESTS

Video Games
Basketball
Psychology
Music

Ivan Pecikoza

GAME DEVELOPER

EXPERIENCE

Programmer at Zulum

18/4/2024 - 5/7/2024 (on and off)

Worked as a solo programmer on a medium-sized startup on **Midalin**, an unreleased game (active NDA).

Game developer at Old Men Games

6/4/2023 - 6/12/2024

Worked on creating a roguelike deckbuilder PC game named **Warden of Ether** as a member of a medium-sized indie team. Main responsibilities include gameplay and systems programming, debugging, game design, conventions and marketing, discussions concerning code architecture and other in order to bring the game to the current state of a playable demo available on itch.io

Freelance mobile game developer (Unity)

21/3/2023 - 6/12/2023

Contributed to products from preproduction phases through ideation, game design, market research and analytics, multiple prototype phases, while also contributing to products that were already in development through gameplay programming, seeing them through to testing, soft launch and launch phases. Notable products include **Jumpy Jungle** and an **unannounced casual game**.

WORKSHOPS / JAMS

Nordeus Unreal Engine Workshop (with Phobos) 2021
Nordeus Job Fair Game Development Challenge 2022

EDUCATION

2023 - / University of arts in Belgrade (Masters in Arts and Video Game Design)
2019 – 2023 / University Singidunum (Bachelor's in Software and Data Engineering)

REFERENCES

Željko Glumac, Project manager at Old Men Games

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