



[ipecikoza@gmail.com](mailto:ipecikoza@gmail.com)

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## 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

#### **Game development intern at Autentikum**

15/1/2025 - 1/3/2024

Created a vertical slice for a horror game **Antarctic** in a team composed of game design students. Developed the entire codebase, while also helping with game design and other departments' tasks and organization.

#### **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 - 12/6/2024

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](https://itch.io)

#### **Freelance mobile game developer (Unity)**

21/3/2023 - 24/11/2023

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 **Tank Survivor**.

### 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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