CONTACT

ipecikoza@gmail.com

SKILLS

Game Development
Game Design
Combat Design
Level Design
Narrative Design
Unreal Engine 4/5
Unity
C / C++
C#
Python

SOFT SKILLS

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

LANGUAGES

Serbian
English

INTERESTS

Video Games
Basketball
Psychology
Music

Ivan Pecikoza

GAME DESIGNER | GAME DEVELOPER

EXPERIENCE

Game developer at Old Men Games
6/4/2023 - 6/12/2024

Worked on creating a rougelike deckbuilder PC game named **Warden of Ether** as a member of a medium-sized indy team. Main responsibilities include gameplay and systems programming, game design and brainstorming together with all other team members, 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

Mobile game development (Unity)
21/3/2023 - 6/12/2023

Contributed to products from preproduction phases through ideation, game design, market research and analytics, and contributing to 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 Design Chellange 2022

Steve Lee's Level Design Jam 5 2023

Nordeus Game Design Deconstruction Workshop (on OpenIT) 2024
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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