

MATEJ JELIĆ



CONTACT

- 📍 Velika Skela 32A,
32000 Vukovar,
Hrvatska
- 📞 (+385) 976995257
- ✉ matejjelic96@gmail.com
- 🌐 [Portfolio](#)

SKILLS

- Unity
- C#
- GitHub
- Adobe Photoshop
- Virtual Reality (VR)
- Augmented Reality (AR)
- Unity Shader Graph
- VFX

LANGUAGES

- English
- German

OTHER

Driving license - Category B

UNITY DEVELOPER

WORK EXPERIENCE

10. 2021.- PRESENT Spectre XR, Valpovo, Hrvatska
Unity Developer
- Prototyped new features for our internal tools and interesting new mechanics for potential projects.
 - Quality testing products to eliminate bugs and bad performance.
 - Maintained systems on our internal tools.
 - Worked as a team, contributing to important design decisions.
 - Created various visual effects using shaders, vfx graph and particle system.
 - Built custom tools for recording in VR to ensure consistency and improve visual fidelity.
 - Collaborated with 3D Artists to ensure the vision of the project was met.
 - Conducted user research and gathered feedback to inform product development and iterate on features.
 - Stayed up to date with the latest industry trends and emerging technologies to inform project decisions and stay ahead of the curve

PROJECTS

Vineyard AR

This project was made in collaboration with Lean IT on developing an AR app called Vineyard AR that showcases the wine making process in an interactive way.

Douche Art

Participated in a week-long VR Game Jam with the theme of "One time use." Over the course of the jam, my team and I developed a unique virtual reality game that won third place in the competition.

OCTO XR

Worked on the OctoXR plugin on the unity asset store. The plugin enables users a quick and easy way to setup a Hand Tracking project.

Katančićev Vremeplov

This project is a virtual reality experience for the town of Valpovo, Croatia, featuring the life and legacy of Matija Petar Katančić, a prominent figure from the 18th century. The experience was well-received and demonstrated my ability to apply VR technology to cultural and historical contexts.

Construction Crane Training VR

This training was developed during a Hackathon/Game Jam held at Pismo Inkubator in Novska. The simulation features realistic crane operation controls and physical interactions, making it a valuable tool for teaching and improving crane operator skills.

A1 Hrvatska d.o.o.

This project is an Augmented Reality mobile app that enabled customers to view and interact with 3D models of phones in A1 shops. This innovative technology provided an engaging and immersive shopping experience for customers.

Mira's Tale

My final project at Pismo Inkubator is a story-driven puzzle game with an innovative gesture-based magic system that challenges players to solve puzzles and uncover the mystery. It represents a major milestone in my game development journey.

EDUCATION

02. 2021.- 09.2021.
Unity developer and level designer for video games
Pismo Inkubator, Simora
Novska, Hrvatska

2014. – 2018.
Computer technician
Nikola Tesla Technical School
Vukovar, Hrvatska