



MATEJ JELIĆ

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Date of birth: 16. 9. 1999 (21)

Website: <https://krugisa.github.io/>

ABOUT ME

Game engines:

-Unity

Programming languages:

- C#

Other:

- GitHub

- HTML

- C++

Languages

-Native: Croatian.

-Fluent: English, German.

-Partially: Russian.

Skills

Unity C#	* * * * *
Adobe Photoshop	* * * * *
Game Design:	* * * * *
Unity XR/Steam VR	* * * * *
AR Foundation	* * * * *
/ AR Core	

Experience

Mira's Tale VR (current project)

-Mira's Tale is a story driven puzzle game. It has a very unique Magic system. You play a witch(Mira) in search for her friend. With her wand and knowledge she makes her way through cities and forests. She meets people and enemies along the way.

A1 Project AR - 2021

-This project was done in pismo incubator for A1 Hrvatska d.o.o. I was hired to make an Augmented Reality Phone presenting app. The app shows the model and information about a given phone. It was made for A1 shops and door to door representatives.

Construction Crane VR - 2021

- This project was made for the Gamechuck hackaton/GameJam in 2 days in pismo inkubator. It contains realistic crane operating mechanics and rope physics. Its made for teaching new operators to operate a construction crane.

Dungeon Glitchers VR – 2021

-Dungeon Glitchers was made for a game jam that lasted 3 days.

Education

Tehnička Škola Nikole Tesle - Computer Technician

Pismo Inkubator - 2021

-I went to a 6 month Unity C# education. Made 3 VR games and 2 AR Apps/games while attending Pismo.