



MATEJ JELIĆ

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Date of birth: 16. 9. 1999

ABOUT ME

Game engines:

- Unity

Programming languages:

- C#

Other:

- Github

- HTML

- Arduino C++

Languages

- Native: Croatian.

- Fluent: English, German.

- Partially: Russian.

Skills

Unity C#

Photoshop

Game Design:

Unity XR

AR Foundation

Experience

Mira's Tale VR (current project)

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

A1 AR Project - 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.

Dungeon Glitchers VR – 2021

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

Education

Tehnička Škola Nikole Tesle

-Tehničar za Računalstvo (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.