Experience

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Date of birth: 16. 9. 1999

Dungeon Glitchers VR – 2021

-Tehničar za Računalstvo (Computer Technician)

Tehnička Škola Nikole Tesle

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

Pismo Inkubator - 2021

Education

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

-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.

A1 AR Project - 2021

-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.

Mira’s Tale VR (current project)

AR Foundation

Game Design:

**Game engines:**

-Unity

**Programming languages:**

- C#

**Other:**

- Github

- HTML

- Arduino C++

Languages

-Native : Croatian.

-Fluent : English, German.

-Partially : Russian.

ABOUT ME

MATEJ JELIĆ

Skills

Photoshop

Unity C#

Unity XR