

<ARSEN ĐURĐEV>

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LinkedIn, GitHub

Resourceful software engineer with experience across full-stack development, game systems, and community management. Eager to bring technical depth and creative problem-solving to innovative projects. Skilled in artificial intelligence, performance optimization, terrain building, and delivering web solutions that support real-world user needs.

EXPERIENCE

Software Engineer

Arma 3
2022

Developed, improved and maintained different aspects of game engine. Worked with engine performance improvements developing innovative strategies and large scale procedural terrain generation. I continued developing as a **full-stack** engineer and launched armasrbija.rs, combining backend, frontend, and deployment knowledge to support community and game facing services.

Freelancer

freelancer.com
2019 - 2022

Worked on a wide range of marketing projects, including ads, campaigns, trailers, and showcases. Gained solid experience in front-end development as well as algorithmic and infrastructure focused projects.

EDUCATION

Department of Software Engineering,

Faculty of Electrical Engineering
University of Belgrade, 2017

- Project lead of ETF R&D Student departement

Computer Technician,

Technical School Krupanj, 2013

- Award: 1st place at the regional competition in informatics (CZT).
- Award: 4th place at the national competition in informatics (CZT).

SKILLS & PROFICIENCIES

- Angular, Node.js ,SQLite, Python, C++, C, Typescript, Javascript, Algorithms & Data Structures, DP, LLM, Cloud
- Teamwork, workaholic, and attention to detail
- Software and web development

LANGUAGES

- English
- Serbian (Native)

</SOFTWARE ENGINEER>