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| --- | --- | --- | --- | --- | --- |
| Alexandar  Brankovical |  |  |  | Game Developer(Unity, Unreal4, 5) | |
|  |  |  | Mobile Application Developer | |
|  |  |  | UI/UX Designer/Developer | |
| PROFILE |  |  |  | CONTACT | |
| I am a versatile game developer proficient in both Unity, Unreal and Mobile App. With a strong understanding of game mechanics, programming, and art integration, I have a proven track record of developing captivating and immersive experiences.Ambitious and charismatic communicator with a keen client needs assessment and a great team-oriented aptitude holds competency in innovating broadly concepts to deliver high-level design and achieve goals while meeting the requirements of extremely tight deadlines. |  |  |  |  |
|  |  | [www.linkedin.com/in/aleksandar-brankovic-36b000287](http://www.linkedin.com/in/aleksandar-brankovic-36b000287) |
|  |  | [Brankovical98@gmail.com](mailto:Brankovical98@gmail.com) |
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| EXPERIENCE |  |  |  | SKILLS | |
| FOOD COST CALCULATOR 2019-2021  React Native, Firebase, Google API, Redux, SQLite Completely developed the product from conception to launch with active contribution to all the phases from market research to development and maintenance. Designed the User Interface and Technical Architecture and implemented all the features using React Native - A JavaScript framework for creating cross-platform mobile applications. |  |  |  | * Unity3d, Unreal Engine4, 5 * React Native * Flutter, Dart * Android * Swift, iOS * Python * Communication skill * Time & Resources Management * Several Dev Tools | |
| Under NDA 2021-2022  A mobile application for parking.  Using the application, users can:  - choose the nearest parking space  - contact the owner of the parking  - make a payment using the app  - view the history of your parking lots |  |  |  |
|  |  | EDUCATION | |
| Unity Game Developer 2021-2022  Worked effectively in fast-paced environments. Developed strong communication and organizational skills through working on group projects.  Managed time efficiently in order to complete all tasks within deadlines.  Created core game storylines, role-play mechanics and character biographies for new video games franchise.  >>>More>>> |  |  |  | Megatrend University Apr 2015 – Jul 2019  Grade: 4grade graduate  Skills: Communication · Game Development · Software Architecture · Project Management · Game Art. | |