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[LinkedIn Profile](#)
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NIKOLA ĐURINEC

Unity Programmer with 9 years of experience

SKILLS

Excellent knowledge of **C#** programming language.

Excellent in work with tools: **Unity, Git**

Other technologies/languages: **ECS, MLAPI, Netcode, Photon Bolt, Unreal Engine, Perforce, C++, C, Beef, HTML, CSS, PHP, JS**

EXPERIENCE

Toca Boca, Remote – *Senior Unity Engineer*
– *Toca Boca Days (iOS, Android)*

AUGUST 2023 – JULY 2024

- Conducted monthly comprehensive memory and CPU analyses for both server and client environments
- Developed and implemented a server asset stripping process to significantly reduce server memory consumption, enabling the operation of multiple instances on a single server
- Improved performance by cleaning up massive garbage collection (GC) allocations occurring per frame, across both server and client environments
- Designed and implemented a Level of Detail (LOD) system for player animations to minimize animation overhead for distant players
- Optimized various game systems using Unity's Jobs System and Burst Compiler to enhance overall performance
- Implemented custom Roslyn analyzers for various gameplay and network code rules

Binx Games, Zagreb – *Lead Programmer*

MAY 2018 – PRESENT

- Led a team of four developers and provided mentorship to junior team members
- Participated in technical interviews, established onboarding tasks, and created documentation to facilitate the integration of new team members
- Developed authoritative game server functionalities, including inventory management, character movement, and abilities

- **Implemented custom bootstrapping and game life-cycle logic** to streamline game development processes
- **Created a first-person animator** supporting individual hand, head, and equipped item animations based on character states, utilizing an automated animation import tool
- **Developed a versatile UI wheel selector** for various in-game systems such as building, emote display, or weapon selection
- **Designed and implemented a UI node-based skill dependency tree** with user experience enhancements like zoom and panning functionality
- **Enabled mod support for community-generated content**, integrating platforms like Steam Workshop for loading custom scripts and assets
- **Implemented an in-game console** for streamlined debugging and testing, incorporating custom commands
- **Developed a hierarchical UI canvas tree with efficient state events** for optimized rendering performance
- **Implemented reliable entity events (RPCs) and addressables support** for Photon Bolt networking framework
- **Utilized IL-Code generation techniques to optimize garbage collection and enhance performance** for Unity Netcode for GameObjects
- **Worked on multiple custom editor tools**, including a scene preset loader and prefab painter, to streamline development workflows

Rolla, Remote – *Unity Developer*
– *Rolla World*

MAY 2022 – JULY 2022

- **Developed and implemented a bicycle collision avoidance system** to enhance game immersion
- **Created a custom video streaming player** for UWP platform

Binx Interactive, Zagreb – *Unity Developer*
– *I Hate Running Backwards* (Steam, Xbox One, PlayStation 4, Nintendo Switch)

NOVEMBER 2016 – MAY 2018

- **Worked on all aspects of the game**, including UI and menus, tutorials, AI behavior, weapons, custom asset bundle loader, chunked level loading, localization, achievements, input system, and platform-based integrations like Steam API
- **Ported the game to PlayStation 4 and Nintendo Switch platforms**, ensuring compatibility and optimizing performance

Binx Interactive, Zagreb – *Unity Developer*
– *Monster Loops* (iOS)

APRIL 2016 – NOVEMBER 2016

- **Worked on all aspects of the game**, including UI and menus, tutorials, gameplay, in-game store and ad integration

Exordium Games, Zagreb – *Unity Developer*

– *Zero Reflex (iOS, Android)*

NOVEMBER 2016 – MAY 2018

- Handled the development of the in-game shop and ad integration
- Worked on polishing of game levels and menus

Exordium Games, Zagreb – *Unity Developer*

– *Bear With Me Episode One (Steam)*

NOVEMBER 2016 – MAY 2018

- Developed and enhanced puzzles, fixed bugs, and customized the Adventure Creator plugin to meet project requirements

EDUCATION

University of Applied Sciences, Zagreb – *Bachelor's degree in Information Technology*

2011 – 2015

Technical School Kutina – *Computer Technician*

2007 – 2011