Croatia, Zagreb
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LinkedIn Profile
GitHub Profile
Portfolio

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 — *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 — *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 — *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 — *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

— 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 — *Unity Developer*

NOVEMBER 2016 – MAY 2018

— *Zero Reflex (iOS, Android)*

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

— *Bear With Me Episode One (Steam)*

- **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