



DENIS MRAOVIĆ

LEAD/SENIOR UNITY DEVELOPER

ENGINE EXPERIENCE

- Unity: 12+ years, 10 released titles
- Unreal: 1 year
- [Portfolio](#)

AREAS OF EXPERTISE

- Cross-Functional Team Leadership
- Full Life Cycle Game Development
- Critical Thinking
- Unity 3D Wizard
- Highly Effective Crisis Management
- Adaptable

ACHIEVEMENTS

Best Indie Game

Gamescom | 2017

[I Hate Running Backwards](#)

Best Gameplay Award

Reboot Infogamer | 2016

[I Hate Running Backwards](#)

Winner - 1st place

Nordeus Hackathon | 2015

[Don't Be Afraid](#)

PROFICIENCIES

Unity, C#, Blender, Git, GitLab,
Perforce, Fork, SourceTree,
Photoshop, Krita, Premiere, Notion,
Miro, Trello, ClickUp, Slack, Discord,
Asana, Jira, Excel, Google Sheets

INTERESTS

Game Engine Development, Video
games, board games, sports, dogs,
movies

LANGUAGES

Croatian - Native
English - Fluent

CONTACT

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Zagreb, Croatia

PROFILE

For over a decade, I've been a hands-on senior game developer focused on Unity, turning tough problems into creative solutions that keep projects on track. I enjoy collaborating with teams, sharing knowledge, and staying one step ahead by anticipating issues before they become one.

EXPERIENCE

Lead Unity Developer

Magic Media | 2023 - Present

Pulled off a miracle and rescued a failing PC project by leading a 6-person team to successful delivery, and gained client's trust to handle subsequent ports to Gen9, Gen8, and ultimately the final boss Nintendo Switch.

I optimized memory usage by **75%** and boosted CPU performance by **600%** on PC and Gen9, followed by an additional **300%** increase on Gen8. Finally, I achieved an almost **2000%** additional improvement on the Nintendo Switch. Each step demanded creative solutions that consistently improved performance, culminating in a custom system that raised frame rates so effectively we had to cap at 30 FPS on Nintendo Switch.

After that, I joined another struggling project and drew on my experience to overhaul workflows, establish more efficient pipelines, implement CI/CD, and propose critical reworks. These changes not only stabilized the project but also paved the way for a successful and timely delivery.

Team and Project Lead, Game Developer

Binx Games | 2013 - Present

With over 20 titles released across multiple platforms, I've built a career out of digging into every corner of game development. As both a team leader and a hands-on contributor, I've worked on just about everything:

Code architecture, game logic, networking, optimization, UI/UX, cheat-protection, procedural generation, environment destruction, achievements, leaderboards, memory management, A.I. behavior, 3D models, rigging, animation, game balancing, design, CI/CD, and more.

Some of my notable projects include [I Hate Running Backwards](#), *Monster Loops*, and *Phageborn*. **I Hate Running Backwards** is my project, which I took from concept to release, guiding it through development and launching it across PC, Linux, Xbox 360, PlayStation 4, and Nintendo Switch.

Between 2019 and 2021, I served as Project and Team Lead for a large-scale open-world multiplayer survival game, playing a key role in driving its technical vision and execution.

To dive deeper into my work, feel free to explore my full [portfolio](#).

Game Developer

Exordium Games | 2015 - 2016

As a Unity Programmer, I contributed to the successful development and launch of several titles across multiple platforms, including Bear With Me (PC), Agenda (PC, Android, iOS), Zero Reflex (PC, Android, iOS), and Nephil's Fall (PC).

I handled the core programming tasks that shaped the game experience—coding intricate puzzle systems, implementing hint features, and ensuring player actions were tracked accurately.

My role included optimizing data flow between clients and servers, enhancing security, and integrating achievement systems to keep players motivated. I built everything from the ground up, focusing on reliability, efficiency, and making sure every feature worked exactly as intended.

Back-End Developer

Omninet | 2013 - 2015

In my role as a Python/Django Developer, I've significantly contributed to the development and maintenance of a comprehensive ticket shop backend system, ensuring optimal efficiency and a positive user experience.

My responsibilities have ranged from implementing a reliable ticket PDF generation functionality to strengthening web security protocols to protect sensitive data. I've introduced an option for remote printing jobs and created dynamic SVG arena maps to improve ticket selection processes. I've also implemented web sockets to facilitate real-time server-client communication.

Regular interaction with clients has been a crucial aspect of my role, allowing me to gather valuable feedback and resolve issues effectively.

In addition, my responsibilities extended to organizing events for Ultra Europe and providing timely tech support to minimize system downtime. This multifaceted role has allowed me to apply my Python and Django expertise in diverse ways to drive continual improvement.

Back-End Developer

Omnipotens | 2012 - 2013

Created and maintained an application and CMS for pharmaceutical companies.

EDUCATION

Master of Information Tech.

Zagreb University of Applied Sciences | 2012 - 2014

Bachelor's degree

Zagreb University of Applied Sciences | 2008 - 2011