DINO CUTURDIC

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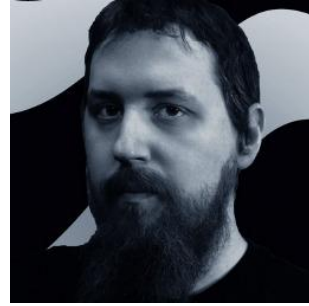
SUMMARY

General programmer with a background in accounting, eager to bolster my expertise in game development and software engineering. Proficient in Unity and Unreal development, specializing in prototyping, gameplay systems, and tool development. Skilled in bridging the gap between designers and developers. Currently perfecting my knowledge of React, TypeScript, and Rust. Passionate about the gaming industry, software engineering and committed to contributing innovative solutions.

TECHNICAL SKILLS

- Unity and Unreal development, XR (Extended Reality) experiences, C++, Python, C#, React.js, TypeScript, JavaScript, React, Rust, Network programming: Photon, Mirror, Fishnet, IT support, Agile methodologies: Scrum, Kanban, Linux, OSX, Windows

SOFT SKILLS

- CollaborationProblem-solving, Adaptability, Attention to detail, Leadership, Decision-making, Training and mentorship, Creativity, Time management, Organizational skills

WORK EXPERIENCE

HYPER ISLAND PROGRAM AB   *April 2024*
Network Programming Lecturer   *Stockholm, Sweden*
- Lecturing XR Development class students on Network programming using Mirror Framework.
- Lecturing common practices in Network Programming in Unity.

OPOPOLO HB   *January 2024 - April 2024*
Software and Network Engineer Intern   *Stockholm, Sweden*
- Contributed as a Software and Network Engineer in XR development.
- Utilized Photon, Mirror, and Fishnet for network programming.
- Enhanced user experiences through programming interactions and gameplay mechanics.
- Proficient in C++, Python, and C#.
- Designed and implemented a JavaScript-based web interface for the company's showroom.
- Presented XR projects to clients, demonstrating innovative solutions.
- Applied Agile methodologies such as Scrum and Kanban for project management.
- Collaborated within diverse teams to foster creativity and innovation.
- *These experiences underscore my adeptness in programming and highlight my ability to effectively contribute to dynamic and collaborative projects within the industry.*

Ericsson AB   *June 2023 - August 2023*
Research & Development Intern   *Stockholm, Sweden*
- Identified and addressed challenges with occlusion culling, resolving issues that the company previously encountered.
- Developed features using C# and Python to improve user experience and efficiency.
- Researched and implemented optimizations for resource-heavy Unity applications.
- Collaborated within diverse teams, fostering a dynamic work environment.
- Adapted to and adhered to company protocols
- *These experiences highlight my technical skills, ability to analyze complex problems, implement innovative solutions, and contribute to the improvement of software performance, as well as to collaborate effectively within a diverse team and adapt to company protocols and standards.*

SellHelp AB
Operations specialist, Training specialist,
Safety Representative and Board member

February 2021 - August 2022
Stockholm, Sweden

- Captured high-quality item photographs with meticulous attention to detail.
- Managed photography equipment, ensuring functionality and conducting maintenance.
- Developed and implemented customized training plans for new employees.
- Provided individualized support and mentorship during the onboarding process.
- Actively participated in decision-making processes as a Board member.
- Fulfilled safety representative duties including inspections and promoting safety culture.
- *These roles demonstrate my proficiency in photography, attention to detail, equipment maintenance, quality assurance, decision-making, and importance of inclusion and safety at the workplace.*

Hemfrid AB
Moving company worker

Stockholm, Sweden
September 2020 - February 2021

- Assisted clients in relocating furniture and belongings, ensuring safe handling and transport.
- Operated vehicles to facilitate the moving process, demonstrating strong driving skills and attention to detail.

Stagefright AB
Stagehand

Stockholm, Sweden
October 2019 - April 2020

- Contributed to the setup and dismantling of stages for concerts, sports events, and music events at renowned venues such as Globen and Tele2 Arena.
- *These roles showcase my ability to work collaboratively in diverse environments, prioritize tasks effectively, and contribute to the successful execution of projects and events.*

NIZ d.o.o.
Accountant, Bookkeeper, and IT Specialist

Osijek, Croatia
February 2015 - October 2019

- Managed accounting and bookkeeping tasks for the largest company in the state, along with over 50 other satisfied clients.
- Organized meetings with clients and generated reports, handling administrative duties efficiently.
- Provided comprehensive IT support, including system maintenance for personal computers, printers, and smartphones.
- Managed salaries, procurement, and prepared monthly and yearly tax reports, ensuring compliance with regulatory requirements.
- *These experiences demonstrate my proficiency in accounting, bookkeeping, administrative tasks, and IT support, contributing to the operational efficiency of the organization and satisfying client needs.*

EDUCATION

Hyper Island - *XR Creative Developer*   *Stockholm, Sweden 2022 - 2024*
- Holistic and Agile development in XR industry and gaining knowledge as general programmer

Faculty of Electrical Engineering   *Osijek, Croatia 2014 - 2016*
- Programming logic, autoCAD, basics of electrical engineering, computer science

Faculty of Economics   *Osijek, Croatia 2009 - 2012*
- Accounting, revision, bookkeeping, tax, information technology

CERTIFICATES

Institute of Informations Technology
- Computer operator, Microsoft office - Windows operating system, Microsoft office package.

RECOMMENDATION LETTERS - upon request.