



# Igor Kovacevic

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An **enthusiastic** game & tools programmer looking to develop creative solutions to **deep, difficult, and relevant** problems within game development. I love tackling **new challenges, learning**, and working with others who share that same game development **spark**.

## Experience

### Linx Interactive / Graduation Intern

February 2024 - July 2024. Groningen, NL (Remote).

Fully designed and prototyped **Polished Trust**, a networked co-op roguelike deckbuilder experience. Closely followed the design cycle and best development practices within Linx.

### Linx Interactive / Programming Intern

February 2023 - June 2023. Groningen, NL (Remote).

Working closely with the lead programmer to implement new features, adhering to Linx's code standards, in-house tools, and workflows. Learned about industry development practices and developing networked games within Unity.

### Unsealed Studios / Lead Programmer & Co-Founder

September 2022 - August 2023. Groningen, NL.

Coordinated and carried out technical tasks within the Unity engine for our ambitious 8-person student team. Participated in pitch meetings with a variety of publishers at INDIGO and Gamescom in order to find funding for our project **Befiend** along with our CEO.

## Education

### Hanze University of Applied Sciences / Game Design

September 2020 - July 2024. Groningen, NL.

Programming and project management experience across multiple projects and teams using the design cycle (research, concepting, prototyping, evaluating) and various agile workflows. Graduated with a **9.2** by developing **Polished Trust** for Linx Interactive.

## Notable Projects

### Polished Trust / Solo

February 2024 - July 2024.

Solo-developed with an emphasis on **UX** and **game feel**. Most notably integrated a state machine-based multiplayer workflow for networked co-op gaming using PUN2 and a dynamic card effect system to iterate and balance cards while in play mode.

### Grigorostok / Systems, Gameplay, Tools, Production

October 2023 - January 2024.

Developed all aspects of gameplay, game systems, and tools, including dynamic and procedural weather, a layered interaction system to support non-linear storytelling, and an asset importer tool to automate art iteration for level assets.

### Teeko / Systems, Tools

March 2024 - Present.

Aiding in developing an action-adventure platformer featuring rich storytelling and intense boss battles. Built a custom node-based dialogue tool using Unity's experimental Graph API featuring in-editor text animation previews, fast iteration, and source control compatibility.

### Befiend / Systems, Gameplay, Tools

September 2022 - August 2023.

Creating tasks and managing game architecture with another programmer, most notably working on the game's turn-based combat system and dynamic audio using FMOD.

## Skills

### Software & Tools:

Unity & Unity Editor; Odin Inspector; Photon Fusion 2; FMOD; GitKraken; Miro; Jira & Confluence; Adobe Suite; Ableton Live; Smaller projects using Arduino and Unreal Engine.

### Soft Skills:

Pitching, leadership, communication, a collaborative mindset, and an eye for UX and quality.

