



VOJTĚCH KAVÁN

Junior Game developer

CONTACT

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[Portfolio](#)

<https://github.com/Ethernity-Studios>

<https://github.com/RealGolby>

LANGUAGES

Czech, English

SKILLS

C# (Unity, WinForms, ASP.NET, Entity Framework, Blazor), Java (Spigot plugins), C++ (UE 5)

HTML, CSS

Unreal Engine 5, Unity, Spigot

Rider, IntelliJ Idea, Visual Studio, Git

Blender, Illustrator, Photoshop Paint.net

Game design

Adobe Premiere Pro, MS office

ABOUT ME

Hi, I'm Vojtěch, a game developer specializing in **Unreal Engine 5**, where I'm currently working on **Attheria**, an open-world survival game. I thrive on ambitious, long-term projects that challenge me to push my skills and create immersive, detailed experiences. Before transitioning to Unreal Engine, I spent three years working with Unity, building a strong foundation in game design, programming, and systems development. In addition to my solo projects, I also develop custom Minecraft plugins for MineHub.cz as a hobby, expanding my expertise in game mechanics and multiplayer systems.

EDUCATION HISTORY

Střední škola a vyšší odborná škola aplikované kybernetiky s.r.o. (2020-2024)

Specialized in programming and electrical engineering with a personal focus on game development.

Gained hands-on experience through regular project days and game dev subjects.

Worked extensively with C# and .NET technologies including WinForms, ASP.NET, Entity Framework, and Blazor.

WORK EXPERIENCE

Freelancer - Minecrat Plugin Developer at Minehub.cz (June 2024 - present)

- Developed custom plugins using Java, Spigot, and MariaDB, including a spawn management system with NPCs and quests, a new party gamemode with sport-themed minigames, and a major 2.0 server overhaul
- Coordinated server-wide updates and internal system improvements across multiple game modes
- Handled community support and player communication via ticket systems and in-game

messaging

- Managed team recruitment and onboarding processes
- Oversaw daily operations and collaborated on long-term planning for server growth
- Created and maintained content for the server's TikTok profile to support community engagement and marketing

PROJECTS (MORE ON MY PORTFOLIO)

Attheria

Attheria is an open-world survival game developed in Unreal Engine 5.5, featuring deep base-building mechanics and strategic PvP raiding. The project leverages a hybrid approach of Blueprints and C++, ensuring optimized gameplay systems and seamless multiplayer integration via Steamworks. I am solely responsible for all game assets, including 3D models, textures, animations, and UI, utilizing Blender, Substance Painter and Designer.