



VOJTĚCH KAVÁN

Game developer

CONTACT

Dobruška, Czech Republic

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[LinkedIn](#)

[Portfolio](#)

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

<https://github.com/RealGolby>

LANGUAGES

Czech

English

SKILLS

C#, C++, Java

Unreal Engine 5, Unity, Spigot

Rider, IntelliJ Idea, Visual Studio

Blender, Illustrator

Game design

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.

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.

WORK EXPERIENCE

Freelancer – Minecraft 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, new partygames gamemode, and more.

PROJECTS (MORE ON MY PORTFOLIO)

Attheria

Attheria is an open-world survival game crafted in Unreal Engine 5.5, focusing on immersive base-building and strategic PvP raiding. The project utilizes a combination of Blueprints and C++ to drive core

gameplay mechanics, with seamless multiplayer integration through Steamworks.