VOJTĚCH KAVÁN
Game developer

CONTACT

Dobruška, Czech Republic

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golbygames@gmail.com

LinkedIn

Portfolio

https://github.com/Ethernity–Studios

https://github.com/RealGolby

LANGUAGES

Czech

English

SKILLS

C#, C++, Java

Unreal Engine 5, Unity, Spigot

Visual Studio, Rider

Blender

Game design

ABOUT ME

Hi, I'm Vojtěch, a game developer with a focus on Unreal Engine 5, where I'm currently working on **Attheria**, an open–world survival game. I take on big, long–term projects that allow me to push my skills and create engaging, detailed experiences. With three years of experience in Unity, I've built a strong foundation in game development, and I continue to grow through challenging projects. In addition, I develop custom Minecraft plugins for **MineHub.cz** as hobby.

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.

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.