VOJTĚCH KAVÁN

Game developer

CONTACT

(+420) 723 171 905

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

I am a driven and ambitious game developer specializing in Unreal Engine 5, currently working on **Attheria.** I don't settle for small prototypes – I take on large-scale projects that span months or even years, driven by a passion for creating immersive worlds and complex mechanics. With three years of experience in Unity before transitioning to UE5, I've built a strong foundation in game development. As a hobby, I also develop custom Minecraft plugins for MineHub.cz.

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.