Sanja Gigova

UNITY DEVELOPER

Portfolio: https://sanja13.github.io/PortfolioProject/

ABOUT ME

I graduated from a Game Development Academy and hold a degree in Computer Science and Technologies. I'm passionate about Unity and C# programming, creating casual and hyper-casual games. Beyond work, I enjoy exploring indie games, and my love for mathematics adds to my creative process.

EDUCATION

GAME DEVELOPER IN UNITY

Sep 2022 – Jun 2023
"Semos" Academy for Unity | Skopje, North Macedonia

ENGINEER OF COMPUTER SCIENCE AND TECHNOLOGY

Sep 2018 – Sep 2023
University "Goce Delcev" | Stip, North Macedonia

CERTIFICATES

AUTODESK MAYA 2022
Autodesk authorized training center

UNITY MOBILE GAME - CREATE YOUR FIRST HYPER CASUAL GAME
Udemy course

MAKE A 2D GAME IN UNITY3D
Udemy course

WORK EXPERIENCE

COFFEE BARTENDER
Apr 2022 – Sep 2022
Hotel Le Meridien Lav | Split, Croatia

MIXOLOGY SPECIALIST
May 2021 – Sep 2021
Lanterna Premium Camping Resort | Porec, Croatia

CONTACT

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Stip, North Macedonia

HARD SKILLS

- **Programming Languages:** C#, C++, Java
- **Game Engine Development** (Unity)
- **Graphics Software:** Adobe Photoshop, Adobe Substance 3D, Autodesk Maya
- **Game Design and Mechanics**
- **Front-End Technologies:** HTML, CSS, XML
- **WordPress development**

SOFT SKILLS

- Collaboration and Teamwork
- Strong mathematical foundation
- Creativity and Innovation
- Passion for Gaming and Game Development

LANGUAGES

Macedonian, English, Serbian/Croatian, German