

# IVAN ŠKARA

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22.02.2000.

B category

## WHO AM I?

Recent graduate with a profound passion for web development, game development, and 3D art. I am communicative, reliable, responsible, and highly ambitious person. Comfortable working independently and in teams. In my free time, I am dedicated to improving my skills through various projects and I also enjoy producing music.

## LANGUAGES

- Croatian
- English

## CODE

- C#
  - Unity3d
- Java
  - Android
- Python
  - Django
  - PyLab
  - Scipy
- C++
- Git
  - Github
- Docker
- HTML
- CSS
- JavaScript
- React
- Tailwind
- Bootstrap

## SOFTWARE

- Microsoft Suite
- Blender 3D
- Substance Painter
- Substance Designer
- Quixel Suite
- Unity (game engine)
- FI Studio 20
- Figma
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator

## EDUCATION

**univ. bacc. inf.**

2018. - 2023.

FACULTY OF INFORMATICS AND DIGITAL TECHNOLOGIES RIJEKA

I completed my undergraduate studies at the Faculty of Informatics and Digital Technologies in Rijeka and thereby obtained the bachelor's degree in informatics.

**High school education**

2014. - 2018.

COMPUTER ENGINEERING TECHNICIAN (PROGRAMMER)

I graduated from Vice Vlatković Vocational School in Zadar, Croatia. In my second year, I chose to specialize in programming, which provided me with a solid foundation for further education in the field.

## PROJECTS

### Game Development

**2021. Kick Snare (PC)**

In 2021, as part of Game Development class, I created an arcade game called 'Kick Snare'. It is a game that tests player's ability to synchronise rhythm and gameplay. Game is made in Unity Engine (C#).

**2016. Facepunch Studios Ltd / Valve, L.L.C**

In 2016, I worked on skins (virtual assets) for the popular game Rust. This process involved uploading the skins to the Steam Workshop, and a total of seven of my skins gained approval and were officially incorporated into the game by Facepunch, the game's developer.

### Web Development [ivanskara.dev](https://ivanskara.dev)

I specialize in frontend web development, with a focus on creating dynamic and visually engaging user interfaces. I prefer working with React and Tailwind as my primary tools for building web applications. You can explore my portfolio and discover the projects I've worked on by visiting my personal website at [ivanskara.dev](https://ivanskara.dev)

### 3D Art [artbysizi.artstation.com](https://artbysizi.artstation.com)

- 3D Modeling (Hard Surface)
- SubD workflow
- Architecture rendering
- UV Unwrapping
- PBR workflow
- Texturing
- UV Unwrapping
- PBR workflow
- Texturing

### Music Production [samplealchemy.com](https://samplealchemy.com)

In 2019, I began to take music production and beat licensing (instrumentals/backing tracks for songs) for artists more seriously. This involved a deep understanding of marketing, as I had to effectively promote and sell my work. I also opened a website where I sell loops (short musical pieces) to producers. Additionally, I work on sound design for short visual animations.

## Other Jobs

**Hrvatski Telekom d.d.**

Customer support agent

1.7.2022. - 1.10.2022.

**Mlinar d.o.o.**

Cashier

1.7.2021. - 15.9.2021.

**Hospitality**

Check in/out in apartments

1.6.2019. - 1.9.2019.

**Amusement Park**

Cashier

1.7.2018. - 1.9.2018.

**Maraska d.d.**

Work with machinery and pallets

1.7.2017. - 1.10.2017.