

# Milan Basarić

milanb.epizy.com/portfolio

I'm passionate, self-motivated and dedicated game developer, aiming to work and **grow** with other similar people developing **amazing games**.

## Personal Info

**Address**  
Balzakova 58, 21000 Novi Sad, Serbia

**Phone**  
+38166188166

**E-mail**  
milanbasaric92@gmail.com

**Date of birth**  
1992-10-11

**Languages**  
Serbian (Native), English (Intermediate)

**Education**  
Higher Education | Web Design

**Hobbies & Interests**  
Casual & Competitive Gaming,  
Generative Art, MIDI, Music, Guitar,  
Longboard, Cooking

**LinkedIn**  
linkedin.com/in/milanbasaric

**Marital status**  
Married

## Skills

- OOP
- Software Architecture
- Game Development
- Tools Development
- Web Technologies
- Computer Graphics
- Scripted Animation
- UI & UX Design
- Version Control (Git, SVN)
- Project Management Tools
- Mentoring

## Experience

- 2019-07 - present

### Front-End Game Developer

*Yggdrasil Gaming*

*HTML5, Sass, JavaScript, MVC, Pixi, GSAP, Spline, Grunt*
- 2017 - 2018

### Lead Unreal Developer

*Mad Head Games*

*prototyping, system architecture, networking, overview, mentoring*

  - Project Nadia
  - Project Madgrounds
  - Project Juggernaut
  - Project Glitch
- 2017 - 2018

### Senior Gameplay Programmer

*Mad Head Games*

  - Rite of Passage: Heart of the Storm CE
  - Nevertales: Legends CE
  - Cadenza: Havana Nights CE
  - Cadenza: The Eternal Dance CE
  - Cadenza: Fame, Theft and Murder CE
  - Beyond: The Fading Signal CE
  - 100 Doors (unreleased)
- 2016 - 2018

### Technology Programmer

*Mad Head Games*

*automatizations, tools, workflow optimization, lots of UI*

  - MHG Employee Portal (Phaser, jQuery, PHP, MySQL)
  - MadBox Tweening (C++, MadBox script)
  - 3Ds Max Level Editor Tools (MaxScript, Python)
  - MadBox UI System (MadBox script, Python, JSON)
  - MHG GDD Tools (Google Docs API, Python)
  - Procedural Weapon Creator (Pagan Online, 3DsMax, MaxScript)
- 2015 - 2018

### Game Jams

  - MadJam 2015 (Unity)
  - MadJam 2016 (Madbox)
  - MadJam 2017 (Madbox)
  - Ubisoft Game Jam 2018 (Unreal Engine)
- 2014 - 2015

### Unity Developer

*Waevio | The Map Of Time*
- 2010 - 2013

### Indie Flash Game Developer

  - Brain Test (king)
  - Spot The Rectangle (zethama)
  - Tangram (prize)
  - Messy Shapes (flashgamecow)