

# Mihailo Bogdanović

 Website  GitHub  LinkedIn  itch.io  Email

## EXPERIENCE

<b>Nitročelik Games</b>   <i>Co-Founder &amp; Game Developer</i> <ul style="list-style-type: none"><li>Developer and 3D Artist for upcoming indie horror game "Bad Week"</li><li>Godot, GDScript, Blender</li></ul>	Jan. 2025 – Present
<b>Drill Deep Digital</b>   <i>Game Developer</i> <ul style="list-style-type: none"><li>Developer for sci-fi puzzle first person shooter</li><li>Unreal Engine, C++, Blueprints</li></ul>	Apr. 2024 – Jun. 2025
<b>Freelance</b>   <i>Web Developer</i> <ul style="list-style-type: none"><li>JavaScript, HTML, CSS, Node.js</li></ul>	Jan. 2024 – Mar. 2024
<b>Avisto Eastern Europe</b>   <i>Web Developer</i> <ul style="list-style-type: none"><li>Full stack web developer for employee management website</li><li>C#, JavaScript, HTML, CSS, SQL</li></ul>	Jul. 2023 – Dec. 2023
<b>Avisto Eastern Europe</b>   <i>Software Developer</i> <ul style="list-style-type: none"><li>Developer for application that creates different graphs for viewing and editing made from large data sets</li><li>Python, Qt, Matplotlib, NumPy, Pandas</li></ul>	Feb. 2022 – Jun. 2023
<b>Avisto Eastern Europe</b>   <i>Internship</i>	Nov. 2021 – Feb. 2022

## PROJECTS

<b>White Engine</b>   <i>C++, OpenGL, CMake</i> <ul style="list-style-type: none"><li>Custom 3D Game Engine</li></ul>	Dec. 2024 - Current
<b>Station 0</b>   <i>Unity, C#, Blender</i> <ul style="list-style-type: none"><li>Rated #912 out of 9646 at GMTK Game Jam 2025</li><li>Defend your settlement from an alien invasion while on rails</li></ul>	Aug. 2025
<b>We Did A Little Upgrading</b>   <i>Godot, GDScript, Blender</i> <ul style="list-style-type: none"><li>Game made for Global Game Jam 2025</li><li>Play as a corrupt Belgrade building contractor trying to make as much money as possible</li></ul>	Jan. 2025
<b>Over Construction</b>   <i>Godot, GDscript</i> <ul style="list-style-type: none"><li>First Place at OpenIT Gamejam 2024</li><li>Flash inspired arcade game about building and escaping rising sea levels</li></ul>	Jun. 2024
<b>Bad Week (Original Game Jam Version)</b>   <i>Godot, GDScript, Blender</i> <ul style="list-style-type: none"><li>2nd place People's Choice Award at Engage Game Jam 2024</li><li>Story driven horror game, about exploring a mans nightmares</li></ul>	Mar. 2024
<b>Text O' Driver</b>   <i>Unity, C#</i> <ul style="list-style-type: none"><li>Game made for Global Game Jam 2024</li><li>Comedic game, based on the task of trying to text and drive at the same time</li></ul>	Jan. 2024

## EDUCATION

<b>Faculty of Mathematics - University of Belgrade</b> <i>B.S. Computer Science</i>	2018 - Current
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## OTHER

- Presented indie game "Bad Week" at EXPO Gamera 2025
- SKC Game Jam Organizer
- DC Krov Game Jam Organizer