

# MILOS DELIC

milosde02@gmail.com – +381 66 414412

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## EDUCATION

**University of Belgrade, Faculty of Organizational Sciences**  
ISIT

2021 – now  
Belgrade

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## SKILLS

- Game Development: C++, Unreal Engine, Godot
- Android/IOS: Flutter

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## PROJECTS

### **Tactical Ballistics** Unreal Engine 5.1, C++

A game developed in Unreal Engine with the focus on hyper-realistic gun and bullet physics, calculating complex bullet movement based on lots of different environmental and aerodynamic criteria in real time.

### **World Questing** Flutter, Firebase

A traveling mobile game that gives you the option to uncover the map of the world as you travel around the globe and quests to complete around the world, such as visiting certain monuments, countries, etc.

### **"Tule" the mobile application - final stage of MATF Hackathon** Flutter, Firebase

Worked in a team of 4 people, worked on the frontend of an mobile app that uses ChatGPT to make mock exams for students on a given topic.

### **Workout Timer** Flutter

An app that enables users to create and save workout plans, providing them with options for timer-based or repetition-based exercises that can be configured to suit their preferences.

### **"Guljenje" the game - OpenIT and Playstudios GameJam** Godot

Worked in a team of five people to create a game set on a deserted island where the only way to defend against attacking enemies and survive is to quickly draw shapes.

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## NOTABLE EXPERIANCES

### **Becoming a top 100 Geoguessr player in the world**

I meticulously studied maps, landmarks, and terrain features to identify locations accurately. Highlight of my Geoguessr career was when I defeated the most famous Serbian geography YouTuber, Ozbiljne Teme.