

# EMANUEL JURACIC

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## Skills:

- C, C++, C#, Python, Java, JavaScript, PHP and SQL proficiency.
- Professional Writing.
- Familiar with Unity, UE & Godot.
- Experienced with Git and Git-based workflows.
- Strong communicator and collaborator.
- Problem-solving and analytical skills.

## Education:

### Software Engineering Technology Co-Op Program 2021-2025

Conestoga College

- Completed a capstone project titled *Lurking Abyss*, a 2D roguelike video game developed with a team of five. Led core gameplay systems including player controls, an item system featuring eleven unique items, warptube teleportation logic, and AI behavior for Scavenger and Mimic monsters.
- Pirate Software Game Jam 16 project *Amino*, a 2D turn-based tile game, where I designed the full turn-based system including enemy intent behavior, player action sequencing, and enemy resolution logic.

### Arts Program: B.A. (Honours) Peace & Conflict Studies, Minor in English 2014-2019

University of Waterloo

- Conflict resolution, problem solving & communication skills.

## Summary:

Software Engineering Technology graduate with solid programming fundamentals and practical experience developing software across multiple languages and platforms. My college coursework provided hands-on experience in building games, software architecture, coding standards, and collaborative project development, equipping me to build robust, scalable applications. During a 16-month co-op, I contributed to shipping two commercial games on Steam and consistently exceeded expectations while taking on increasing responsibilities that strengthened my skills in development, debugging, and system design. Additionally, my degree in Arts enhanced my communication, problem-solving, technical writing, and teamwork abilities, complementing my technical expertise. I also completed a Minor in English, strengthened through professional writing coursework, which equipped me to produce clear and effective software documentation.

## Experience:

### VR/AR Co-Op Software Developer

VARLab

May 06, 2024 – August 16, 2024.

- Developed a C# Object Viewer package for configurable interactive rotation and animation of 3D assets used in DLX projects.
- Handled minimizing Gimbal Lock for developers due to the configurable rotation limits.
- Built custom Unity editor tools to automate object setup and interaction testing.
- Gained further experience with git version control via BitBucket.
- Gained familiarity with Jira and Confluence.

### Game Designer

BattleGoat Studios

May 01, 2023 – May 01, 2024

- Authored and scripted campaigns for *Supreme Ruler 2030* and *Galactic Ruler Enlightenment*.
- Game Content Tools Programming:
  - Handled responsibilities involving an existing C# program that the team and modders utilize to interact with the game.
    - Debugged issues reported by modders to enhance their overall experience.
    - Implemented new features to introduce quality-of-life improvements to the program.
    - Modified existing features to update older modded game files for legacy *Supreme Ruler* titles, ensuring compatibility and usability within *Supreme Ruler 2030*.
    - Managed modifications, updates, and changes in the integrated SQL database code to ensure smooth data validation and entry processes for the team.