GREGOR PANIČ

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RELEVANT SKILLS

Programming languages: C++, C#, Python
Programming tools: Visual Studio, Git
Game engines: Unity
Other: Blender, ZBrush, Steamworks, Adobe Photoshop, Adobe Premiere
Languages: Slovenian (native), English (fluent), German (fluent), Japanese (beginner)

WORK EXPERIENCE

Self-employed, Slovenia (2015 – present)
Designer, programmer, artist

Designed and developed **Welkin Road**, a first person platformer where the player uses two grappling hooks to overcome movement-based puzzles. I successfully released the game on the Steam Early Access platform where it has been well-received. I consistently maintained a dialogue with the players, gathered feedback and bug reports and provided tech support. Furthermore, I worked with an amazing external team (Nkidu) that helped with guidance and marketing.

Since Welkin Road is a solo project, I have designed and implemented the gameplay, levels, sound and game systems and the UI which includes an extensive options menu. Except for the sound files, I have created all the art assets including the animated hands, particle effects and several custom shaders.

Gameplay features developed: grappling, swinging, wall jumping, wall running, sliding, several grapple targets with different effects, dynamic camera animation that complements the movement, checkpoint, statistics and scoring systems, speedrun mode, gamepad controls, aim assist system, camera assist system, Steamworks integration, location-based hints, persisting save and settings data, dynamic shooting star system, activating/deactivating large numbers of objects based on distance, etc.

Infovizija, Slovenia (July – December 2013)
Web developer

Worked in a distributed team environment that used Git for source control. Maintained large Magento-based online stores and developed Magento modules.

OTHER PROJECTS

3dApi (2015)
Programmer

3dApi is an application that benchmarks the performance of Direct3D, OpenGL and their drivers. At its core it is a real time rendering engine implemented twice in each of the APIs.

EDUCATION

University of Maribor, Slovenia (2009 – 2015)
MSc in Informatics, 2012 – 2015 (average grade: 9.63/10)
BSc in Informatics, 2009 – 2012 (average grade: 9.67/10)

Online courses
I have completed several online courses including Artificial Intelligence (Berkeley),

Foundations of Computer Graphics (Berkeley), Algorithms: Design and Analysis (Stanford) and Introduction to Computer Science (Harvard) with excellent grades.

LINKS | Website: http://gregorpanic.com   Linkedin: http://www.linkedin.com/in/gregorpanic
Github: https://github.com/gpanic   Welkin Road: http://www.welkinroad.com

HOBBIES | Gaming, playing guitar, esports, Japanese animation, learning Japanese, PC hardware, fitness.