



Marko Sreckovic

Software developer

Very passionate about programming, loves to learn new stuff and meet new people. Most interested for gaming and making useful interactive applications.

✉ markosrecko97@hotmail.com

📍 Belgrade, Serbia

🌐 github.com/kymani37299

📞 +381 64 958 1705

in linkedin.com/in/marko-sreckovic-678a55164

EDUCATION

Computer Science

Faculty of Computing (Racunarski fakultet)

2016 - 2021

Belgrade

Natural sciences department

Grammar school

2012 - 2016

Pozarevac

WORK EXPERIENCE

Render programmer

Ubisoft

04/2021 - Present

Belgrade

Working on unannounced project, my main responsibility adapting and optimizing for Google Stadia platform.

Junior C++ Programmer

Ubisoft

10/2019 - 04/2021

Belgrade

First I worked as gameplay programmer, for the game "Ghost Recon: Breakpoint". I worked in a team that was responsible for PVP aspect of the game. After that I worked as render programmer on "Assassins Creed Unity" port for Google Stadia platform that includes porting graphics from DirectX to Vulkan and optimization for given platform.

SKILLS

C++

Java

Python

OpenGL

Vulkan

DirectX

Unity

Godot

Unreal

PERSONAL PROJECTS

2D Light simulator

- Mini 2D game engine that has focus on light simulation. The engine can produce very beautiful images with 60FPS even on pc with low hardware specifications. The simulation includes 2D simulation of light occlusion, normal mapping, subsurface scattering, etc.

Raf student app

- Android app developed with latest technologies at the time. It is a social network for students of RAF where students can chat one to one or in one public group. Also it provides up to date university schedule for classes that student is taking.

Snake game AI

- Snake game bot based on neuroevolution. The bot learns through failure until it beats the game.

LANGUAGES

Serbian

Native or Bilingual Proficiency

English

Full Professional Proficiency

Italian

Elementary Proficiency

INTERESTS

Gaming

Piano

Chess

Digital art

Speedcubing