

# Luka Radulovic

Game Designer and Developer proficient in various game engines.

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## ABOUT ME

I am a motivated individual that enjoys reading and working on video games that have the potential to innovate and improve the video game industry. After working through several IT disciplines, I became particularly interested in Game Design as it provides an abundance of challenging, logical problems that I enjoy solving.

## EXPERIENCE

### Product Manager and Developer for '[Quiet Thoughts](#)'

MAY 2020 - APRIL 2021

- Led a team of 5+ people throughout the entire development process
- Successfully incorporated different disciplines (music, art, design, etc.) through effective communication
- Developed video game features as a sole developer
- Published *Quiet Thoughts* under sole ownership onto the Steam platform
- Coordinated and organized deadlines and development phases
- Tracked metrics and data to improve sales and further the game's reach

### Fullstack Junior Developer, Consulteer

NOVEMBER 2021 - FEBRUARY 2023

- Implemented a new service for reporting user statistics in a team of two and successfully integrated it with the main API
- Implemented front-end technical solutions to meet project requirements for creation of several new web pages
- Wrote an ample amount of automated integration and unit tests for every new feature to identify and rectify bugs
- Worked in an agile, collaborative environment to receive design requirements, peer program, and test applications

### Back-End Developer Intern, Consulteer

AUGUST 2021 - OCTOBER 2021

- Worked in a team to successfully implement a back-end service similar in function to the IMDB website, through Java and the Spring Framework
- Participated in code reviews with 3 senior developers and team leads

## MY PORTFOLIO

Take a look at some of my personal projects in the portfolio down below:

[Click me!](#)

## COURSES AND CERTIFICATIONS

Unity Technologies - Unity Essentials

Unity Technologies - Platformer Microgame

Unity Technologies - Karting Microgame

FreeCodeCamp - Responsive Web Design

YouTube - Various Unity and other game engine's tutorials and self-learning

## LANGUAGES

English, Serbian, Dutch (A1)

## EDUCATION

University of Toronto - Honors Bachelor of Science

## HOBBIES

Various Sports, Hiking, Reading, Video Games, Cooking, Drawing