

Matija Jambrešić

Email: matija.jambresic@yahoo.com, **Phone:** +385 91 361 8918, **Portfolio:** [matija.jambresic](#), **GitHub:** [m.jambresic](#), **LinkedIn:** [matijajambresic](#)

SUMMARY

Game developer with expert skills in C# programming. Specialized in making Unity games with more than 5 years of game making and programming experience.

SKILLS & ABILITIES

- Highly skilled C# programmer specialized in using Unity.
- Familiar with Unreal Engine and C++
- Version control with Git and Perforce
- Networking solutions like MLAPI and Photon Bolt
- Profiling and performance optimization skills

EXPERIENCE

Some of the features I implemented

- Server authoritative movement for FPS game (Networking)
- Lag compensation system for FPS game (Networking)
- First and third person animators (movement, aim, reload, emotes ...)
- Various gameplay features like shooting, melee attacking, structure building
- Complex UI functionality like inventory, settings, key binding, etc.

Games Revolted, Game Developer - Phageborn Online Card Game [Steam]

Oct 2019 - Mar 2020

- Worked on published game similar to Hearthstone
- Client side & gameplay programming
- Implemented standard card game and Steam features
- Worked in team with colleagues, outsource and other professionals

Binx Games, Unity C# Developer

Jun 2020 - Present

- Worked on big online FPS survival project (canceled)
- Client & Server side gameplay and features programming
- Worked on various game prototypes (TPS, FPS, Action, ...)
- Got even better understanding of a teamwork

My own published projects - Banners, White Blocks [Android & iOS]

- Created games and all their elements and features from scratch
- Researched and implemented user retention features like lootboxes & skins
- Polished gameplay based on user and tester feedback
- Worked with publishing & advertising platforms

Internship, Polytechnic of Međimurje in Čakovec

Mar 2019

- Basics of Augmented reality - Microsoft Hololens, Unity
- Basics of Virtual reality - Oculus Rift, Unity
- Motion sensor programming - Leap Motion, Unity

Internship, CLAB

2015 - 2016

- 160 hours of practice in programming environment with professionals using C# and C++ for sensor programming

LANGUAGES

Croatian - Native

English - Proficient

EDUCATION

Technical School Čakovec – Computer Science, Software Engineering

2012. – 2016.

- Start of my programming journey more than 10 years ago
- Created my first games like Pacman and 2D racing in GameMaker engine
- Created full Platformer game (menu, death, movement, score, win condition) as a final project

Bachelor of Computer Science, Software Engineering – Polytechnic of Međimurje in Čakovec

2016. – 2019.

- Specialized in Software Engineering
- Learned Math applied in programming

- Created desktop/web apps (system monitoring, downloader, hotel booking, ...)
- Attended various game development classes and created small video games
- Created Rail Shooter game like Nintendo's Star Fox Zero as a final project

Graduation date: 22.07.2019.