

Miloš Novaković

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Portfolio: <https://milosnovakovic.github.io>

Work Experience:

ZERO TO EIGHT DIGITAL TECHNOLOGIES - September 2024 - present

Dubai, United Arab Emirates (full-time, remote work)

Unity Developer:

- Maintain and refactor the existing Unity codebase to improve stability and performance
- Design and implement new gameplay and application features
- Improved real-time socket communication with the backend services
- Added and optimized multi-platform support
- Redesign of the application to enhance usability and structure

Technologies used: C#, Unity, DoTween, UniTask

KodWorks - February 2022 - June 2024 (2 years 4 months)

Kragujevac, Serbia (full-time, remote work)

Unity Developer:

- Creating the communication between Unity and React-Native
- Integration of the Astra avatar creation engine
- Creating socket communication for the verification of player moves inside the game
- Creating Puzzle, Shooter, and Tabletop video games optimized for phones

Technologies used: Unity, C#

GetSwift - October 2020 – January 2022 (1 year 4 months)

Vancouver, Canada (full-time, remote work)

Full-stack Developer:

- Creating new features both on the back and front end
- Maintaining application
- Integration of Twilio API
- Modeling new databases

Technologies used: C#, .NET Framework, ReactJS, Microsoft SQL Server, Twilio API

Glimmernet Technologies, LLC - July 2020 - present

Bethesda, Maryland (part-time, remote work)

Backend Developer:

- Creating web pages using the .NET Framework
- Optimization of current databases
- Modeling new databases
- Integration of DocuSign for signing documents

Technologies used: C#, .NET Framework, Razor Pages, EntityFramework, Microsoft SQL Server,

SignalR, DocuSign

ObEN - April 2018 - April 2020 (2 years 1 month)

San Francisco, California (remote work)

Unity Developer:

- Integrating the FFMPEG plugin for loudness normalization and video recording
- Worked on speech recognition and speech-to-text conversion (Tensorflow, IBM Watson, and Snowboy)
- Senior role in the team creating ObEN SDK
- Designed and implemented a scalable and flexible tool for animation loading
- Responsible for the application's CPU, memory, and loading optimization
- Worked closely with designers and the backend team to deliver the vision of the application
- Multiplatform support (Windows, macOS, Linux, Android, and iOS)

Technologies used: Vuforia AR, Kinect, FFMPEG, Tensorflow, IBM Watson, Snowboy, Photon, Unity Shader Graph, Amazon SQS service, Mecanim, FinalIK

WEBELINX - December 2014 - April 2018 (3 years 5 months)

Niš, Serbia (full-time)

Unity Developer:

- Responsible for creating gameplay based on the GDD
- Worked closely with designers to deliver the vision of the game from start to finish
- Implemented client-side UI that met the requirements of the designers
- Developed tools that improve the designer's workflow
- Integration of ads and statistics in the games
- Multiplatform support (iOS, Android, Windows Phone)

Formal Education:

Faculty of Electronic Engineering, University of Nis, Serbia

Bachelor with Honours in Electrical Engineering and Computing

Module - Computer Science and Informatics

October 2010 - July 2014

Other technologies used:

- Zenject, DoTween, Unity ML-Agents, Unity DOTS, Google Firebase, Git
- Autodesk Maya, Photoshop, UVLayout, Substance Painter

Languages:

- English - upper intermediate (Reading, Writing, Verbal)
- Serbian – native