

Portfolio

Company (B2B) website with portfolio and analytics:

<https://codehavoc.tech>

Technologies used: HTML, CSS, PHP, Composer, Bootstrap, JavaScript, jQuery, MySQL

GitHub:

<https://github.com/nikola-ignjatovic>

(Some repositories are private; I can present them via screen sharing)

Notable projects:

- [Must Drop / Progressive / Time Fixed Jackpot for GoReel / 3 Oaks](#)
- [External Promo Tools used by GoReel / 3 Oaks](#)

Published slot games I have worked on:

- [Must Drop JACKPOT™ 777 Fruity Classic](#)
- [Must Drop JACKPOT™ Hot Fire Fruits](#)
- [Golden Rooster](#)
- [Cherry Lane](#)
- [Alchemystik](#)

Notable projects from GitHub:

- [BlackJack Game](#)
- [Simple Slot Casino Web Interface](#)

Personal website (6 years old):

<https://nikola-ignjatovic.github.io>

Technologies used: HTML, CSS, JavaScript, Bootstrap

Articles in prominent Serbian news outlets about me:

- [Alo.rs](#)
- [Pink.rs](#)
- [Republika.rs](#)
- [Vesti-Online.com](#)
- And many more

Additional work:

- Coded plugins and mods for the open-source game "[Beyond All Reasons](#)" in Lua backend programming language.
- Created over 100 mini games in Unity for **Replai**.
- Optimized Snappy Kraken onboarding process via heavy DevOps.
- Worked with A11Y accessibility standards and advanced SEO optimization.

Other projects:

- "[Sedi Jedan](#)" - Android & IOS Game with 500+ downloads on Google Play
- "[Castle and Treasure](#)", "[Path Of The Owl](#)" – Hackathon/Game Jam winning games.

References and Testimonials:

Available on demand from clients, previous employers, and universities.