Predrag Stamenković
Unity Game developer

Belgrade, Serbia
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Portfolio
LinkedIn
Git

Skills

Programming languages
C#, C, SQL, JavaScript, HTML, Java, C++, Android Native, CSS, Python, Angular, PHP

Tools
Unity, Visual Studio, Rider, GIMP, Postman, Unreal Engine, Blender, Audacity, Eclipse, Spring, Adobe Illustrator

Tech
Git, Firebase, OOP, Agile, A/B, SOLID, Ironsource, GameAnalytics, Parallel programming, REST, ECS, .NET, Burst, AWS, System Design

Education

University UNION
Belgrade, Serbia
Faculty of Computing 2014 – 2018
Bachelor Computer science

Gymnasium "Svetozar Markovic"
Nis, Serbia
Special class for students with special abilities in Physics 2010 – 2014

Awards and competition

Competition in Informatics: *2013,2014*; national: 3rd & 2nd award
Competing in Serbian Informatics Olympics: *2013,2014*

Events

F2P Campus 2019, Vitoria-Gasteiz, Spain

Languages

Serbian: Native
English: B2 - C1

Interests

Game development and design
Computer Hardware,
Sports (Basketball mostly)

Summary

Gamer turned game developer, with 7 years of experience. Master of Unity and skilled with Unreal Engine and JavaScript. Wore many hats during game development, including game design and graphics. Experience from hardcore to hypercasual genres. Recent times focused more on optimization and its challenges.

Work Experience

Unity Game Developer

SuponoHoldings, Senior Unity developer | Feb 2025 - Mar 2025

- Solo game dev working on Mahjong King 3D. Completed an MVP in a month. Solvable board creation system for any given template, as well as a simple template generator.

Advenworks, Unity developer | May 2020 - Sep 2024

- Part of team from PWNRS. Helped Diableros reach 1 million downloads. Worked on an items system, achievements, enemy and boss mechanics.
- Worked on level design, balancing, onboarding and tutorials with those especially leading to good boost in retention KPIs.
- During Last Stand development, became **Lead Developer** working with 2 devs, made a complex home **base system** with farming and progression.
- Designed level layout, closely worked with game designer on balancing encounters. Added improvements to the weapon system, increasing types and content.
- For Last Survivors, huge optimization improvements leading to > 150% more enemies using **ECS/DOTS** with model and texture manipulation. Game mechanics and map design.
- Used latest AI technology for image and text generation while on Lovr/Friendr.ai.
- Leaned more into optimization, UI flow optimization, up to 100% faster loading times, improved chat system for less memory usage.

PWNRS, Unity developer | Nov. 2017 - May 2020

- For Football Tactics Arena worked mainly on UI/UX. Developed **realistic AI** opponents for faster matchmaking while still feeling like playing actual players. Ladder ranking system. Card progression system and monetization.
- Diableros, a new project, continued with mainly UI/UX and monetization.

Internship / Junior Java & JS Full Stack Developer

Teodesk | *2016 – 2017*
Worked on the REST backend, learned and worked with JavaScript on frontend

Projects

- **Diableros -** 3D Rougelike auto shooter, similar to Archero, inspired by Diablo series
- **Last Stand -** Similar to Diableros, with a more realistic approach in terms of artwork
- **Last Survivors -** Vampire survivors inspired version of Last Stand
- **Football Tactics Arena (Football Clash Arena)** – Football multiplayer game with players as chess pieces, where users play simultaneous turns.
- **Lovr.ai and Friendr.ai -** Virtual chat friend app using AI images and chat text generation.
- **Mahjong King 3D** - Mahjong Solitaire game
- **Teodesk** - Web application for managing projects using REST backend.
- Roguelike Civ Survival game [WIP] - Game inspired by Civ series and Against the Storm.
- Chess (AI, Java) - Chess app with my own AI opponent