



Predrag Stamenković

Unity Game developer

Belgrade, Serbia

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[Portfolio](#)

[LinkedIn](#)

[Git](#)

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

MatHackathon 2017,

Belgrade, Serbia

F2P Campus 2019,

Vitoria-Gasteiz, Spain

Languages

Serbian: Native

English: B2 - C1

Interests

Game development

(Including various parts like

Marketing, Art),

AI,

Computer Hardware,

Sports (Basketball mostly)

Summary

Gamer turned game developer, with 7 years of experience. Mainly used Unity, but am knowledgeable with Unreal Engine and JavaScript. Worked on several large projects, Diableros being the most popular.

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 and skills

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

Work Experience

Unity Game Developer:

SuponoHoldings, Senior Unity developer: Feb 2025 - Mar 2025

Solo game dev working on Mahjong King 3D. Solvable board creation system for any given template.

Advenworks, Unity developer: May 2020 - Sep 2024

Part of team from PWNRS that worked on Diableros, helped it reach 1 million downloads. Became lead developer while working on Last Stand and made a complex base building system leading to higher retention. While creating Last Survivors, huge optimization improvements leading to > 150% more enemies, using ECS/DOTS combined with other more regular techniques. Used latest AI tech for image and text generation while working on Lovr/Friendr.ai.

PWNRS, Unity developer: Nov. 2017 - May 2020

AI opponents that successfully fooled users into believing they played real people for Football Tactics Arena. UI/UX and enemy mechanics for Diableros.

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 Roguelike 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.
- [Lover.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, with advances made through tech and discovery, trying to survive the ever growing hostile environment.
- Chess (AI, Java) - Chess app with my own AI opponent