



# Bosko Ivkovic

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🌐 Portfolio Website: <https://rycon2424.github.io/>

## Education

<b>Bachelor of Creative Media and Game Technologies (Cum Laude) - HBO</b> Hogeschool voor de Kunsten Utrecht, Utrecht	Sep 2020 - Jul 2024
<b>Game Development - MBO</b> Sint Lucas, Eindhoven	Sep 2016 - Jul 2020
<b>VMBO-T DIPLOMA</b> Sint ursula, Horn	Sep 2012 - Jul 2016

## Employment

<b>Game Developer (Gameplay &amp; Networking)</b> Meteor Mug, Utrecht Part time developer working on gameplay and multiplayer functionality. Helped developing "Push your family" and the next upcoming title.	Dec 2020 - Present
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## Internships

<b>Network Programmer</b> Meteor Mug, Utrecht Worked on developing a solid multiplayer foundation using Netcode for Gameobjects.	Jan 2023 - Jun 2023
<b>Gameplay Programmer</b> Ziango, Eindhoven Worked on developing hypercasual mobile games.	Sep 2019 - Jul 2020
<b>Unreal Engine Multiplayer Programmer</b> Anarch Games, Uden Worked on matchmaking and syncing of gameplay.	Sep 2018 - Jan 2019

## Achievements

- Released a game**  
Worked together with 1 artist and created a complete game during 6 months called "**Supreme Fighters**". Released 14 Feb, 2024 on **Steam**.
- Together with Meteor Mug**  
Converted Push your family from a local single player game to a game thats playable both local and multiplayer, with even a mixed option!

## Skills

- Unity Engine C#
- Unity Editor C#
- Unreal Engine C++
- Network Programming
- Gameplay Programmer
- Adobe Photoshop
- MySQL
- Microsoft Azure Playfab

## Languages

- Dutch
- English
- German

## Hobbies

- Playing Video Games
- Experimenting and figuring out how game features work and making them
- Anything networking related