

BOGDAN JOCIĆ

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[LinkedIn](#) • [itch.io](#) • [GitHub](#)

SUMMARY

I'm a young game developer with 8 years of programming experience and 5 years of hands-on game development. I'm quick to adapt to new tools, love solving tough technical problems, and constantly push myself to get better. I'm highly competitive, ambitious, and have been passionate about computers and gaming for as long as I can remember. I specialize in gameplay programming and find most enjoyment in it.

WORK EXPERIENCE

Godot Game Developer, [Pixels2Pixels Studio](#)

May 2024 - Present

- I worked on a large part of [Cosmic Engine](#), including: objects, components, scene saving system, prefabs, UI design and creation, signal system, inspector tab, file system, system for loading outside resources, undo redo system, telegram integration, a store with web hosted resources and much more.
- I'm currently working on an unannounced 2.5D platformer project.

Unity & Backend Developer, [Artemi Studios](#)

April 2024 - October 2024

- I worked on [Artemi](#), a geolocation-based mobile game similar to Pokémon Go.
 - Unity: Gameplay for mini-games, visual effects, leaderboard UI and more
 - Backend: Worked on the entire system, including: saving player data, capturing nodes, leaderboards, daily login rewards, missions, player XP system and much more.
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PERSONAL PROJECTS

I've got a ton of projects on [my itch.io page](#) and [my GitHub page](#), but here are a few that I'd like to feature here:

Bad Week, Lead Programmer - [itch.io](#), [Instagram](#)

February 2025 - Present

- Retro-style 3D horror game focused on telling a story through gameplay.
- Passion project that we continued to work on after a game jam.
- I worked on most of the programming aspects and a bit of 3D modeling. I learned how to stick with a long term project from this.

AUDIOCITY, Solo Programmer - [itch.io](#), [GitHub](#)

January 2022

- Two lane rhythm game made in 48 hours for Global Game Jam.
- Features single and hold notes, a full level editor with features tailored for efficient work.
- I learned how to work very quickly under high pressure from this game.

2D Game Engine in C++, OpenGL - [GitHub](#)

April 2025 - May 2025

- Inspired by Unity and its GameObject and Component systems.
 - Includes physics, rendering of sprites, menu buttons, scenes, modular components, audio and more.
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EDUCATION

Video Game Development

October 2023 - Present

Metropolitan University

ADDITIONAL INFORMATION

- **Skills:** Godot, Unity, C++, C#, JavaScript, Python, Blender, Maya, problem solving, communication, time management, teamwork, game design, multiplayer networking, working under pressure.
- **Languages:** English (Fluent), Serbian (Native)
- **Activities:** I was a panelist at the Intro to Gamejamming discussion in 2024. I regularly attend game jams.
- **Awards:** 1st @ petlja.org regional competition in competitive programming, 1st @ MET Game Hackathon 2022, 2nd @ OpenIT Game Jam 2023, 3rd @ M3 Game Jam 2022, 3rd @ Gamers Never Sleep Hackathon 2023, 1st @ a local English competition.