

# BOGDAN JOCIĆ

## Gameplay Programmer & Game Systems Engineer

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

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### SUMMARY

I'm a young game developer with 8 years of personal programming experience and 1 year of professional game dev experience. I'm quick to adapt to new tools, love solving tough technical problems, and always look for ways to improve. I'm competitive, ambitious, and have been interested in computers and gaming for as long as I can remember. I specialize in gameplay programming, it's what I enjoy the most and where I'm the strongest.

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### WORK EXPERIENCE

#### Godot Game Developer, [Pixels2Pixels Studio](#)

May 2024 - Present

- I worked on the majority of a game engine called [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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### FEATURED PERSONAL PROJECTS

#### Bad Week (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. It's still a work in progress.
- I worked on most of the programming aspects and a bit of 3D modeling.

#### AUDIOCITY (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.

#### 2D Game Engine in C++, OpenGL (solo project) - [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.

#### League of Legends Clone (solo project) - [GitHub](#)

November 2021

- My attempt at creating a multiplayer with complex systems.
- Includes a lobby, pathfinding, AI for minions and turrets, a shop with items, player stats, status effects, different characters, minimap, leveling and more.

#### Vruci Krompirici (programmer and game designer) - [itch.io](#), [GitHub](#)

May 2022

- 2 player potato tossing competition.
- I'm featuring this one to showcase my game design skills and philosophy. It contains elegant and easy to understand mechanics that can take a while to master.
- Took 3<sup>rd</sup> place on M3 Game Jam 2022.

#### r00tnik (programmer and technical artist) - [itch.io](#)

January 2022

- Short cinematic game about getting rid of a virus.
  - I included this one to demonstrate my technical art, ambient design, and overall look and feel skills.
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### EDUCATION

Video Game Development  
Metropolitan University

October 2023 - Present

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### ADDITIONAL INFORMATION

- **Activities:** Panelist at the Intro to Gamejamming discussion in 2024. I regularly attend game jams.
- **Awards:** 1<sup>st</sup> @ petlja.org regional competition in competitive programming, 1<sup>st</sup> @ MET Game Hackathon 2022, 2<sup>nd</sup> @ OpenIT Game Jam 2023, 3<sup>rd</sup> @ M3 Game Jam 2022, 3<sup>rd</sup> @ Gamers Never Sleep Hackathon 2023.