BOGDAN JOCIĆ

Gameplay Programmer & Game Systems Engineer

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SUMMARY

I'm a young game developer with 8 years of personal programming experience and more than 1 year of professional game dev experience. I specialize in gameplay programming, it's what I enjoy the most and where I'm the strongest.

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.

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.

3D Game Engine in C++, OpenGL (solo project) - GitHub   **June 2025 - Present**
- Inspired by Unity and its GameObject and Component systems.
- Started as a way to practice C++ and learn OpenGL.
- Still in progress, currently includes nodes, components, materials, shaders, model loading 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 3rd 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.

EDUCATION
Video Game Development   **October 2023 - Present**
Metropolitan University

ADDITIONAL INFORMATION

- **Activities**: 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.