

# Darko Djokic

## Senior 3D Website & WebGL & Game & Full Stack Engineer

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📍 Texas, United State

📡 [live:.cid.3414237e4a0428af](https://live.cdn.cloudflare.com/manifest/v101/manifest.json)

🔗 <https://portfolio-zeta-five-82.vercel.app/#home>

### Profile

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Experienced Game Developer | Graphics Engineer with a demonstrated history of working in the Game Development industry and field of 2D/3D Rendering. Skilled in Unity3D, WebGL, Casual Games, Gameplay Programming, Multiplayer, PC, Console, Web, and Mobile Games. I have worked on world-class projects in India as well as in Malaysia, China, Singapore, UK, USA on-site. And freelance for worldwide clients.

#### GAME ENGINES

- Unity3D, Unreal Engine, GameMaker

#### WEB GAME ENGINES

- HTML5 Canvas, WebGL, ThreeJS, BabylonJS, PlayCanvas, Construct3, PixiJS, ImpactJS, Phaser.IO ☑

#### GAME DESIGNS

- Adobe Photoshop, Adobe Illustrator, Adobe Flash, 3D Max, Maya, Spine, ZBrush

#### BACKEND

- SmartFox Server, Photon Server, UNet, Player.IO ☑, NodeJS, WebSockets, Socket.IO ☑, MySQL, PHP, AWS, .NET

#### PLATFORMS

- PC, Mac, Consoles, iOS, Android, Windows UWP, Windows Phone, WebGL, Google Cardboard, Steam, Daydream, Facebook Gameroom

### Professional Experience

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2024/03 – 2024/10

#### 3D Graphic Software Engineer

Seattle, USA

*Oleg Maslov*

I developed rendering techniques, shader programming, and optimizing performance in real-time environments.

This project is 3d idle unity game project. Game server, multiplayer logic, Inventory & Merchant system

2021/12 – 2024/02

#### Senior Software Engineer Team Lead

*Excellerate*

Creating and Implementing stunning WebGL Graphics Visualization for one of the world's largest providers of products and services to the energy industry.

skill: Unreal Engine, Unity, WebGL, javascript, python, Blueprint

2020/07 – 2021/06

#### Senior WebGL Developer

*Verdiseno, Inc*

This role involves implementing new capabilities to the front end of a WebGL-based graphical design tool and increasing test coverage using Three.js, React.js, Mobx, and Storybook. Lyra Solar and Solar Design Tool.

2020/01 – 2021/01

#### Unity Game Developer

*Terahard Ltd*

Worked on a world class upcoming fighter game in Unity3D using DOTS and ECS Jobs system.

<https://store.steampowered.com/app/417130/Era/>

2019/07 – 2019/12	<b>Graphics Engineer</b> <i>Homevista Decor and Furnishings Pvt. Ltd</i> Worked on a 3D virtual interior design platform for the browser using WebGL and ThreeJS. <a href="http://spacecraft.homelane.com">http://spacecraft.homelane.com</a>
2018/05 – 2019/04	<b>WebGL Developer</b> <i>Inmagine Innovation Sdn. Bhd</i> Worked on world class image editing WebGL Projects and WebGL Games <a href="http://www.pixlr.com/x/">http://www.pixlr.com/x/</a>   <a href="http://www.pixlr.com/e/">http://www.pixlr.com/e/</a>
2017/03 – 2018/07	<b>Frontend Developer</b> <i>Beats by Dre</i> Contributed to fully rebuild the front-end with React and Redux. Fashioned CSS to exactly style to match received artwork and keep interactive and responsive style. Replied with near immediate updates to requested changes from the Dr. Dre project manager. -HTML5, CSS3, Javascript, React, Redux
2014/07 – 2017/04	<b>Game Developer</b> <i>Logic Simplified</i> Game Development in Unreal Engine, Unity3D, ImpactJS, JavaScript-WebGL, NodeJS, Socket.IO for Multiple Mobile and Desktop Devices. The job responsibility in this company includes development of 2D and 3D games in Unity3D-C#, Unreal-C++ after the assets are provided by the design team. I have also developed games for web browsers here using ThreeJS, ImpactJS and Phaser libraries.

## Skills

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### Programming Languages/Frameworks ● ● ● ● ●

Blueprint, Python, C#, Go, Ruby, C/C++, JavaScript, Java, Swift, kotlin, TypeScript, Java, Ruby, React, Next.js, Vue, Angular, Express, Django, Flask, FastAPI, Three.js, WebGL, Web3, HTML 5, Html, CSS.

### AI Techniques ● ● ● ● ●

Natural Language Processing, Machine Learning, Computer Vision, Data Science, Deep Learning, Image Processing, LLMs, Langchain, Pinecone, ChatGPT, OpenAI, Chatbot, TTS, STT

### Backend Tech ● ● ● ● ●

- Microservices Architecture
- Mentoring & Training for Developers
- Automated Testing & CI/CD
- Distributed Caching Systems
- Data Storage Solutions
- Automated Deployment Pipeline
- Payment Gateways
- Monitoring & Alerting Systems
- Cloud Migration & Infrastructure
- Container Management
- IaaS & PaaS

### Cloud Computing ● ● ● ● ●

AWS, GCP, Azure, Sagemaker

## Education

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2014/09 – 2018/04	<b>Master's Degree</b> <i>University of Fukui Japan</i> Information Technology
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