

## Introduction

Graphics programmer with 6+ years of experience, well versed in modern graphics APIs (Vulkan/DX12), low level programming, optimizations, profiling & debugging on different platforms (Playstation, Xbox, Stadia). Interested in the performance side of computer programming, real-time rendering systems, GPGPU and low level performance side of ML.

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## Experience & Skills

### **Avalanche Studios, Stockholm (2023 - 2025) / Render Programmer**

Worked on ray-tracing DDGI implementation, maintaining lighting pipeline (shadow pool and surrounding lighting systems), improving various aspects of Apex engine's renderer. Took responsibility and pushed for better support for artists (tech art and lighting teams) on the project. Later was part of the rendering team of Avalanche's Central Tech division (core engine dev team).

### **Syzware (2022 - 2023, 2025) / Render Programmer**

Did contracting work through my LLC for a few clients both in Unreal & Unity, on both PC & consoles. Mostly did performance and R&D graphics work. (for more details visit my [LinkedIn](#) profile)

### **Ubisoft, Belgrade (2020 - 2022) / Junior Render Programmer**

Worked on porting multiple Assassin's Creed titles (Black Flag, Rogue, III Remastered) to native Vulkan for Google Stadia platform, achieving stable 60fps on 4K. After that I worked on Skull & Bones, maintaining the SIMD translation layer library.

### **Intern at Ubisoft, Belgrade (2020)**

### **Creative/visuals developer, Belgrade (2018-2020)**

Implemented various audio/visual solutions in openFrameworks (C++ and OpenGL), TouchDesigner and Max/MSP for a wide array of clients (from artistic multimedia installations to commercial work).

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Skills: C++, Vulkan, DX12, HLSL, GLSL, CUDA, C, C#, OpenCL, Rust

Platforms: PC, 8th and 9th gen Xbox and Playstation consoles, Stadia

Experienced with: RenderDoc, Pix, Razor, RGP, NSight, Unreal Engine, Unity

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## Formal Education

### **Faculty of Organizational Sciences, University of Belgrade**

Information Systems and Technologies 2016 - 2020

### **Faculty of Electrical Engineering, University of Belgrade**

Electrical and Computer Engineering 2014 - 2016

**Petnica Science Center** / Department of Computer Science