

Zoran Trandafilović

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GitHub/Portfolio: <https://github.com/tranda>

Professional Summary

Seasoned Game Developer with over a decade of experience in Unity3D, iOS development, and Lua scripting, specializing in both frontend and animation for games. Proven ability to lead development teams and mentor aspiring developers, with expertise in gameplay mechanics, 3D animation, and app optimization. Committed to contributing to engaging, high-quality projects, and leading teams toward innovative solutions.

Core Skills

- **Programming Languages:** C# (Unity3D), Objective C, Swift (iOS), JavaScript (Flash/ActionScript 3.0), Lua
 - **Software:** Unity3D, Autodesk Maya, 3D Max, Lightwave, Adobe Suite (Photoshop, Illustrator, After Effects, Premiere), ORAD Virtual Reality TV System
 - **Game Engines:** In-house, Unity3D
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Professional Experience

Software Engineer, Capsule Game Studio

2025 – present

- Developing mobile and VR games

Game Developer, Playstudios

2022 – 2025

- Developed frontend for apps using Lua scripting for the in-house engine
- Collaborated with design teams to implement UI/UX elements in **POP! Slots™ Vegas Casino Games**

Lead Game Developer, Cofagames

2011 – 2022

- Spearheaded development in Unity3D and provided consulting on iOS development
- Led teams on projects such as **Mayhem Arena**, **Courtyard Brawl**, and **Awakening of Heroes**
- Acted as technical advisor, optimizing workflows and mentoring junior developers

iOS and Unity Developer, Cofamedia

2010 – 2011

- Developed Unity3D-based iOS applications, integrating 3D graphics and animations

Freelance Game Developer

2010 – 2011

- Designed and developed a 3D racing game for Flash

Academic Instructor in Digital Multimedia and Animation, School of Electrical Engineering and Computer Science Applied Studies

2004 – 2015

- Taught digital multimedia and animation, equipping students with practical skills in 3D modeling and animation software

Projects

- **POP! Slots™ Vegas Casino Games** | Playstudios
[Google Play](#)
- **Mayhem Arena** | Cofagames
<https://www.youtube.com/watch?v=RmRCooOoQ7hg>
<https://www.youtube.com/watch?v=V7m2fUCLBig>
- **Awakening of Heroes** | Cofagames
<https://www.youtube.com/watch?v=lgS4BgqV0JA>
<https://www.youtube.com/watch?v=SnPQG3kQayM>
- **Courtyard Brawl** | Cofagames
<https://www.youtube.com/watch?app=desktop&v=ATzCFZ7zy6l>
- **Survival MOBA** | Cofagames
<https://www.youtube.com/watch?v=Bh9UTC2UqkY>
- Puzzle game in Unity 3D, not yet public

Education

- **Engineer of Electrical and Computer Engineering (Specialist)**, 2017
School of Electrical and Computer Engineering of Applied Studies, Belgrade
- **Bachelor of Science**, 2009
School of Electrical Engineering and Computer Science Applied Studies, Belgrade

Languages

- English: B2

Hobbies and Interests

- Early game development experience (ZX Spectrum and Atari ST)
- Scuba diving
- Dragon boat paddling