ZORAN TRANDAFILOVIĆ

Address: Sindjelićeva 46, 11080 Zemun
Phone: +381 64 13 61 832
Email: tranda@gmail.com
LinkedIn: https://www.linkedin.com/in/zoran-tranda-9175326/
GitHub/Portfolio: https://github.com/tranda

Unity / iOS / Web / AI / Game Development / Mentoring

Zoran is a multidisciplinary game and software developer with over two decades of experience in 3D animation, interactive media, and real-time applications. He has evolved from leading animation teams for national television to building and shipping mobile, web, and multiplayer games using Unity3D, Flutter, and modern backend stacks.

Throughout his career, Zoran has contributed to game studios, broadcast media, education, and startups—driving innovation through both technical depth and creative insight. He's skilled in gameplay systems, 3D animation, full-stack web solutions, and AI-assisted development. His leadership extends to mentoring teams, founding departments, and creating scalable systems for rapid prototyping and cross-platform deployment.

Passionate about pushing technological boundaries, Zoran integrates innovation into every project, whether building immersive game experiences or data-driven web apps. He's also known for his cross-functional versatility, having worked across roles from frontend and backend engineering to AR/VR and AI R&D.

EXPERIENCE

Software Engineer
Capsule Game Studio — 2025–Present

- **Brief:** Part of a 4-person team developing mobile games in Unity. Responsible for core gameplay programming, game structure, and collaboration with design and art.
- **Goals:** Build and ship polished mobile games for iOS and Android.
- **Results:** Successfully published a complete mobile puzzle game to both iOS and Android stores.

Game Developer
Playstudios — 2022–2025

- **Brief:** Lua developer working within a multidisciplinary team on POP! Slots™ Vegas Casino Games.
- **Goals:** Improve and expand an existing game through feature delivery, optimization, and innovation.
- **Results:** Delivered numerous features and optimizations; collaborated with product and tech art teams to elevate game experience.

Lead Game Developer

Cofagames — 2011–2022

- **Brief:** Led a 15-person development team working in Unity3D. Focused on core game mechanics and reusable systems.
- **Goals:** Build high-quality multiplayer and single-player games with rapid prototyping.
- **Results:** Published 5 games, implemented efficient prototyping pipelines, and helped define technical direction for the studio.

iOS and Unity Developer

Cofamedia — 2010–2011

- **Brief:** Worked on iOS applications in collaboration with backend teams.
- **Goals:** Develop and publish consumer-grade iOS apps.
- **Results:** Successfully launched several native iOS applications featuring 3D content.

Freelance Game Developer

Self-Employed — 2005–2010

- **Brief:** Independent contractor creating browser-based 3D games in Flash.
- **Goals:** Deliver fun and functional racing games on tight contracts.
- **Results:** Developed and published around 10 Flash games for various clients.

Academic Instructor in Digital Multimedia & Animation

School of Electrical Engineering and Computer Science Applied Studies — 2004–2015

- **Brief:** Founded and taught within the multimedia production department.
- **Goals:** Equip students with practical skills in 3D animation, Flash, and Adobe Suite workflows.
- **Results:** Mentored student projects, established course structure, and introduced modern production techniques.

3D animation supervisor

RTV Pink, Belgrade, Serbia — 2003–2010

- **Brief:** Led the production of 3D commercials and visual content for national TV shows, including a multiplayer quiz show.
- **Goals:** Deliver engaging, on-brand visual media for a major TV network.
- **Results:** Successfully created high-profile visuals that became integral parts of programming and branding.

Lead 3D animator

Mediasystem, Belgrade, Serbia — 2000–2003

- **Brief:** Produced 3D animated commercials for television.
- **Goals:** Craft impactful and visually appealing animations for clients in advertising.
- **Results:** Delivered high-quality commercial content for national broadcast.

Lead 3D animator, Flash developer

Massvision, Belgrade, Serbia — 1998–2000

- **Brief:** Combined 3D animation and Flash development for websites and TV commercials.
- **Goals:** Build interactive and animated multimedia experiences for clients.
- **Results:** Successfully delivered hybrid digital content that integrated broadcast and web technologies.

Chief of Animation department

Center group, Belgrade, Serbia — 1995–1998

- **Brief:** Head of department responsible for computer animation training and production.
- **Goals:** Establish and lead the animation curriculum and team.
- **Results:** Trained dozens of animators and set the foundation for the group's animation capacity.

SELECTED PROJECTS

Mobile Application for House moving portal Platform
Developed a full-featured Flutter web app for partner bidding and service matching.

Sport Events Management System
Designed and built a full-stack event system with team registration, athletes' registration and tracking as well as race registration and monitoring.

- Backend: Laravel (PHP), MySQL
- Frontend: Flutter (Web)

Awakening of Heroes (Cofagames)
Multiplayer MOBA game for mobile.
[Gameplay Video](#)

POP! Slots™ Vegas Casino Games (Playstudios)
[Google Play](#)

Mayhem Arena (Cofagames)
[Gameplay Video](#)

Courtyard Brawl (Cofagames)
[Gameplay Video](#)

Survival MOBA (Cofagames)
[Gameplay Video](#)

Puzzle Game in Unity 3D (Capsule Game Studio)
[Google Play](#)

TECHNICAL SKILLS
- Languages: C#, Swift, Objective-C, JavaScript, Lua, PHP, Dart

- Frameworks & Tools: Unity3D, Flutter, Laravel, Maya, 3ds Max, Adobe Suite, ORAD

- Domains: Game Dev, Web Dev, Mobile, AI R&D, VR/AR

EDUCATION
Engineer of Electrical and Computer Engineering (Specialist)
School of Electrical and Computer Engineering of Applied Studies — 2017

Bachelor of Science
School of Electrical Engineering and Computer Science Applied Studies — 2009

LANGUAGES
- English (B2)

INTERESTS
- Early retro game development (ZX Spectrum, Atari ST)

- Scuba diving, dragon boat paddling

- Innovation, mentorship, game jams