

# MATIJA JAMBRESIC

Bachelor of Computer Science, Software Engineering

Senior Gameplay Programmer Zagreb, Croatia

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## Summary

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Game developer with expert skills in C# programming. Specialized in making Unity games with more than 7 years of game making and gameplay programming experience.

## Skills

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- C# programmer specialized in using Unity
- Game-related Math and Physics
- Source control with Git and Perforce P4
- Design patterns, OOP architecture, Debugging, Optimization
- Gameplay, UI, Server-Client programming
- Also proficient in Unreal Engine and C++

## Professional Experience

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### Kick League - Senior Gameplay Programmer | Unity

Jun 2023 - Present

- Designed and developed multiplayer 2D game from the ground up
- Optimized game performance, achieving over 700 fps on 5 year old PC
- Reduced GPU Load by 50%, maintaining the same visual representation
- Programmed automated tools for build uploading, boosting productivity by reducing 10 minutes of manual work to near instant computer processing

### Binx Games - Senior Gameplay, Network Programmer | Unity, Unreal Engine

Jun 2020 - Jun 2023

- Worked in a team that collaborated with Devolver Digital
- Architected a complex multiplayer backend, supporting tens of players
- Contributed to a big budget AA+ multiplayer live-service game
- Became familiar with major gaming platforms like Xbox, Playstation, Nintendo

## **Games Revolted - Game Developer | Unity**

**Oct 2019 - Apr 2020**

- Worked on an online card game similar to Hearthstone
- Cooperated with audio engineers to create a sound-to-Unity import process
- Was part of a team that consistently achieved high performance, successfully clearing task boards and milestones close to 100%

## **Lionfred - Mobile Game Developer | Unity, GameMaker**

**Oct 2017 - Oct 2019**

- Collaborated with Voodoo, one of the largest casual mobile game publishers
- Designed and created more than 10 mobile game prototypes
- Learned about important metrics like CPI and user retention, achieving over 20% returning players in one of the prototypes.

## **Education**

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### **Međimurje University of Applied Sciences in Čakovec**

**Jun 2016 - Jun 2019**

- Professional Bachelor's Degree in Computer Science, Software Engineering
- Learned how to design and develop mobile, web and desktop applications.
- Developed a video game as part of the final project.
- STEM Scholarship recipient, awarded to students with the best education scores in Croatia.

## **Languages**

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- Croatian - Native
- English - Fluent