



About

Neven Ignjic

Senior Unity Developer

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09:00 AM - 06:00 PM

Neven is a senior Unity developer with almost a decade of experience. He enjoys working on unique opportunities and writing clean, structured, performant, documented, and well-tested code. With life-long love for engineering and mathematics, you can expect precise solutions to your future problems.

Skills

Unity

Git, Agile, CI/CD

C, C++, C#, Python, Java, JavaScript

Data Structures, Algorithms, Mathematics, Multithreading,

App Development, Game Development, Virtual Reality (VR), Augmented Reality (AR)

Windows, MacOS, WebGL, iOS, Android

Clients



Work Experience

TopTal / Senior Unity Developer

Nov 2022 - **Current**

- Developing architecture that allows the game's subsystems to communicate through abstract layer via commands and events. This creates a decoupled environment where different subsystems can be used through multiple games.
- Developing Runtime console for executing commands with custom parameters and invoking events.
- Recordability and replayability of commands/events allows us to instantly reproduce specific game states.

Crisalix / Senior 3D Simulation Engineer

May 2021 - Nov 2022

- Developed component-based cross-platform UI framework for Unity. It resulted in a unified UI solution across the project and later the company. A bridge between design and engineering as well as simplified communication between the teams.
- Implemented abstract deformation technique that can realistically deform organic models. Different deformations can be defined in settings without code change which allows for rapid workflow.
- With the help of Job system, parallelized multiple mesh workflows to improve runtime performance on selected platforms.
- Held multiple seminars inside the company on how to cleanly develop UI inside Unity, using the newly developed UI framework.

Upwork / Senior Unity Developer

Jan 2021 - May 2021

- Developed location-based application that takes advantage of MapBox environment data to create immersive experiences for the player.
- Developed turn-based multiplayer 1v1 combat system.
- Developed procedural planet system with adjustable LOD and the possibility to visualize your environment wherever you are on the planet.

CSForm / Lead Developer and later CTO

Jul 2018 - Jan 2021

- Managed a team that developed a Furniture Configurator project for WebGL, iOS/Android, AR, and VR. It is used in major Swiss companies. It allows users to self-decorate the space they live in with highly modular furniture and preview it.
- Implemented CI/CD practice to allow faster workflow inside the company. Builds for all platforms were autogenerated as well as options to deploy, run tests and move assets between servers.
- Developed a serialization system and resources handler to manage tens of gigabytes of assets. Trained employees, through custom editors, can modify assets without the need to rebuild.

DreamFactory / Unity Developer

Mar 2016 - Jun 2018

- Developed a mobile app that allows users to add 3D Text and Cliparts to photos, videos, or their reality through AR. It is paid, 5-star rated app and one of the top 100 apps in the photo/video editing category.
- Developed AI that scans art provided by our designers and later on freely replicates it with the user's different input.
- Implemented Apple's ARKit during the beta phase. This gave the app exclusivity as it was a rarity then.

ArenaGame / Unity Developer

Dec 2013 - Jan 2016

- Developed gameplay mechanics for RTS-style game that required point-to-click movement, pathfinding, and combat system.
- Developed game AI with variable difficulty that you can play against.
- Developed backend to support multiplayer. Matchmaking and users as well as real-time multiplayer.